THE PLAYSTATION 3 MAGAZINE

PSM3

October 2006
Issue 79 £3.99
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PlayStation 3 | PlayStation 2 | PSP

DEF JAM 3

WORLD EXCLUSIVE

The toughest fighter ever built smashes onto PlayStation 3

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Call of Duty 3
MotorStorm
And more

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World's first review inside

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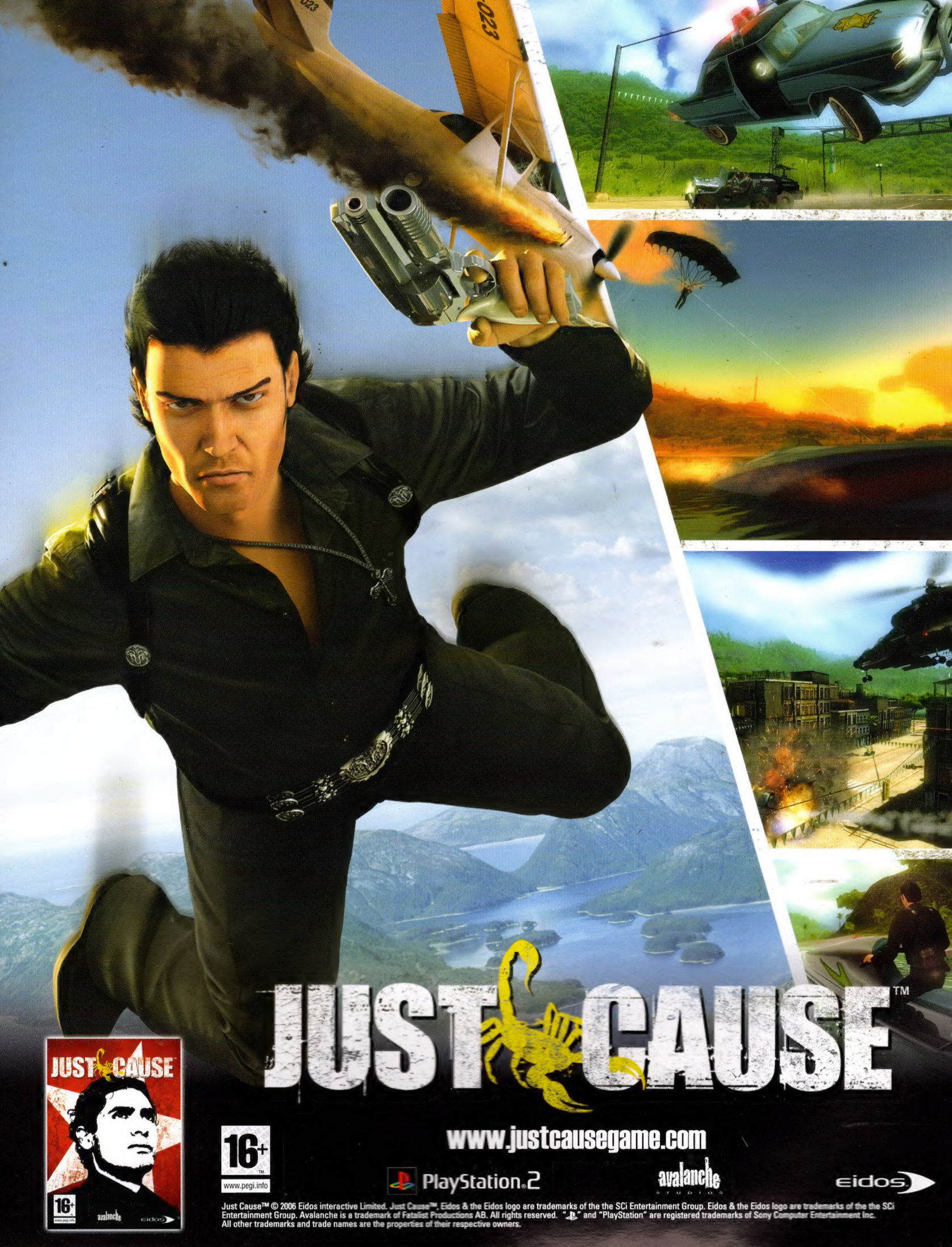

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PSM3 Start

"Only PSM3 gets this close to PlayStation 3"

Welcome back to PSM3 – the world's first PlayStation 3 magazine. It's been a good month and with every passing day the next-gen gets that little bit closer. We've had some great news about how the hardware is coming along (see page 8) and with games as amazing as *Def Jam 3* on the way (see page 24) the days to UK launch just can't tick by fast enough. That said PS2 has been keeping the flag flying royally with *Lego Star Wars II* (page 60) and the upcoming über *Mortal Kombat* game (the subject of another PSM3 world exclusive on page 90). And once you've finished reading the mag (and spinning the discs) don't forget to join us online at psm3mag.com, OK? Keep those emails and blog comments coming.

In the making of this issue of PSM3...
42 teeth were lost
84,132 studs collected
10 years spent in jail
512 noobs pwned
& 2 lungs ripped out

Daniel Griffiths Editor
psm3@futurenet.co.uk

The PSM3 Promise

The sharpest opinions
Every bit of the magazine is dedicated to giving you more information. If we're worried that a feature in a game isn't working, we'll not only tell you about it, but we'll have a word with the developer too.

The biggest games
Fact is, if a game makes it into the pages of PSM3 then it's something worth knowing about. PSM3 says no to lazy page fillers and boring 'me too' games.

The richest detail
We finish every game we review. Our secrets are the result of us playing the game and finding them ourselves. We've got what you want to know and tell you how you want to hear it.

The most committed videogame mag team
The PSM3 team live and breath PlayStation. There's no game we haven't played and there's no end to our quest for knowledge and gaming greatness.

The best DVD action
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Three to read first...

"Ludacris magically ignites the fumes *with the power of dance*"

Welcome to the ultraviolent world of **Def Jam 3**. Exclusive feature – page 24

"It'll make you giggle like an Ewok"

The first full review of **Lego Star Wars II** – page 60

"It's the game that has outraged parents baying for Rockstar's blood"

The brilliant (and totally misunderstood) **Bully** takes gaming back to school – page 16

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The PlayStation 3 Magazine

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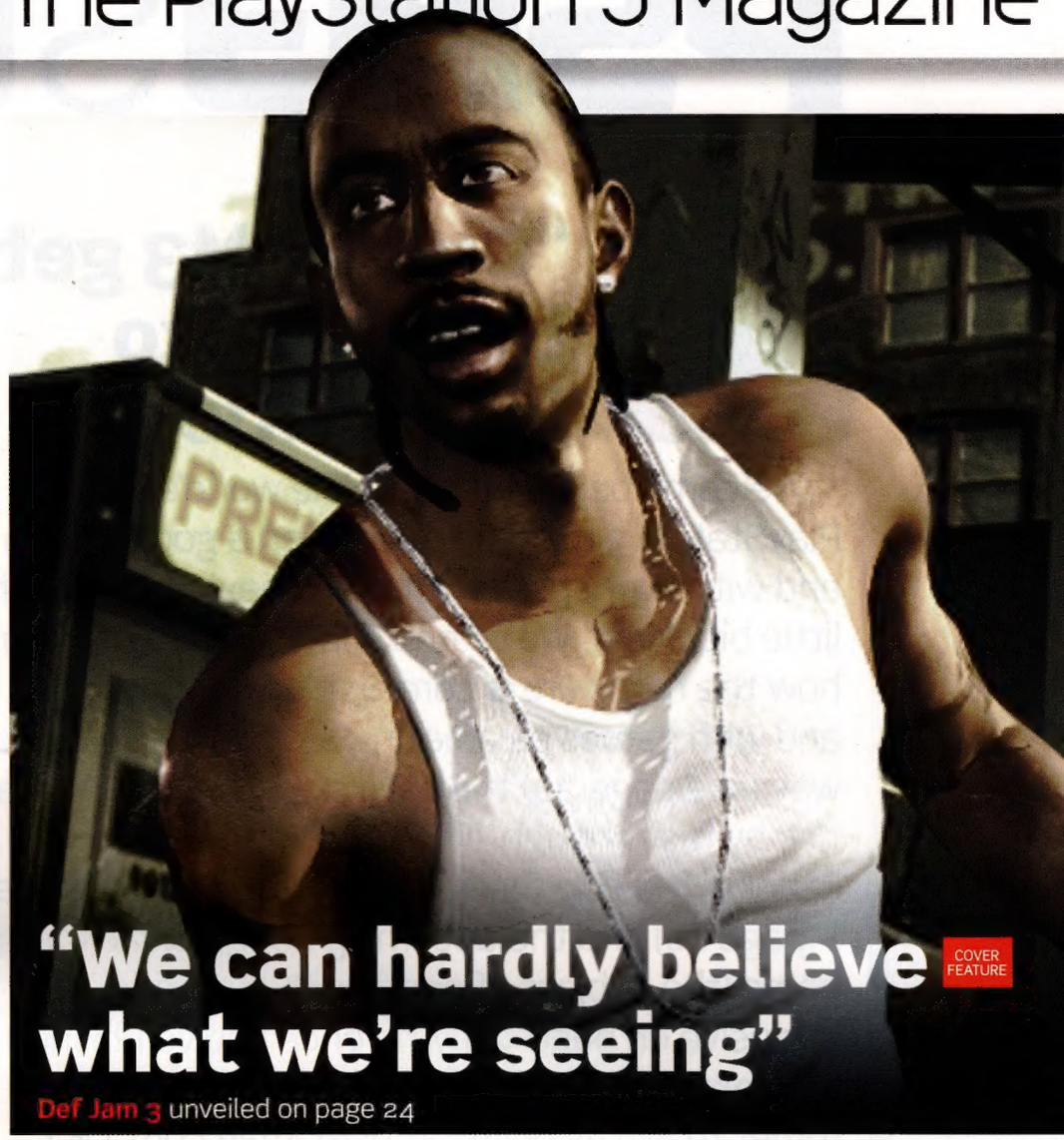

"We can hardly believe what we're seeing" COVER FEATURE

Def Jam 3 unveiled on page 24

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"A force to be reckoned with"

Lego Star Wars 2 is everything we'd hoped for and more – page 60

Paradiddle
See MK: Armaggedon on page 90

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CALL OF DUTY 3
Awesome action from PS3's hi-def warzone!
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FEATURING Virtua Fighter 5 | Tony Hawk's 8 | Virtua Tennis 3 | Half-Life 2: Portals | Made Man | Tony Hawk's Project 8 | Def Jam: The Takeover | SingStar Anthems | Gun: Showdown | And more
DVD VIDEO
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Call of Duty 3

Watch even more scorching footage from the PS3 warzone. You won't believe your battle-scarred eyes.

Need For Speed: Carbon

Jump in and burn rubber as the latest *Need For Speed* accelerates *into your brain*. Yes.

Tony Hawk's Project 8

The latest skateboarding spills and thrills, rendered in PS3-o-vision.

Half-Life 2

Yet more astonishing footage of *Half-Life 2*, quite possibly the best first-person shooter of all time. Thank us.

+ Our fabulous voice over reviews | **Virtua Fighter 5** | Made Man | **Gun: Showdown** | Spy Hunter 2 | **Virtua Tennis 3** | The Fast And The Furious | **NASCAR '07**

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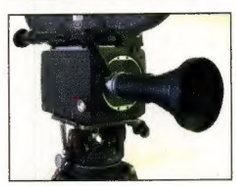
The best 25 PSM reviews of the last year, last month's reviews and our top games ever.



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Frontline

Hard news, all PlayStation action

PS3 UPDATE

PlayStation 3 in production and on track for launch

It's all systems go at PS3 central – and it looks like it won't be long until we see a finished machine and playable games

The tide is turning for PlayStation 3. After a terrible E3 show (where games disappointed and hardware turned out to be non-existent), countless rumours of manufacturing worries (ranging from a chip cost in excess of £500 each to "it won't all fit in the casing") and *that* price tag, this month the newborn PS3 finally found its feet and convinced us – at long last – that it is alive and well. And (incredibly) the machine is on track to make its ambitious November 17 launch date.

Between now and then there are two important outings for PlayStation 3. The first is the Games Convention, held in the former East German town of Leipzig on August 24. This relative newcomer to the show scene has become increasingly important in the last two years and it is hoped by many that this will be the place for us Euro folk to finally play PS3. The second is the Tokyo Game Show on September 22 – the first time the important 'home' Japanese audience will get their hands on the machine.

Home time

Bad news, anyone? We've just learned that Sony and PlayStation 3 will have only a minimal presence at Leipzig. Seems that the big, playable Euro roll-out we were all hoping for simply won't be happening. Sure there'll be plenty of PlayStation 3 excitement (massive report next issue) in the shape of new game announcements, shots and videos from third-party developers, but the word from Sony is that little will be shown of the hardware and the first-party games beyond what was shown at E3. Why? Instead, Sony are concentrating on the Tokyo Game Show rather than have the world's development teams rush their games in order to be ready for the Leipzig event a month earlier. We've heard that Phil Harrison himself, Sony's 'boss of games' is determined not to have a repeat of the E3 show letdown, and so would rather skip Leipzig than disappoint.

That's bad, short term, but it does mean that come September 22 we're been promised playable versions of *every* PS3 game and that they'll "be a generational leap" above the footage that's already been

The story so far
Sony first announced PS3 at the E3 show back in May 2005, promising a Spring 2006 launch. This was a ruse to scupper Microsoft's 360 launch at Christmas 2005 – you'd only have to wait 'that bit longer' to get a PS3. Unfortunately when Sony came back with a fresh launch date of November 17, it meant that no-one would believe them. Rumours of delays have dogged PS3 since.

Phil yer boots Phil Harrison: Sony Executive VP of Development.

shown. And we thought PlayStation 3 already looked impressive. Seems the best is yet to come.

Ready to go

In fact September (and, to be more precise September 29) is shaping up to be a very important date on the PS3 calendar. Not only will Sony be showing off every PlayStation 3 game at Tokyo Game Show a week before, but this is the day that final, full scale production of the console begins. This is very much the 'moment of truth' for Sony. Only when the final, production line 'chip yield' for PS3's brains can be measured can they predict an exact launch date and a number of PS3s in store. (See the box over there for more.) Even the final price of the hardware could be influenced, but it's unlikely that Sony will pass on early costing problems to the consumer, preferring to stomach these start-up money worries internally. Thank God.

Meanwhile Phil Harrison has also announced that every major PlayStation 3 developer now not only has a PS3 dev-kit, but also a Blu-ray burner (for making discs) and a version of the tilt pad – something confirmed by a developer we spoke to (and who declined to be named, thanks to Sony's vice-tight secrecy).

It seems certain that PlayStation 3 will be in short supply come the launch date – no surprises there – but the fact that production is on track, the games are in the making and a clear unveiling date lies ahead is great news.

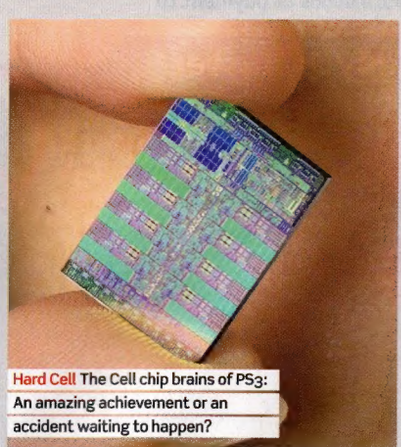
The wait is nearly over, and you can rely on PSM3 to bring you monthly updates on that all important final push. Hold tight.

Pub Sony | **Dev** Sony | **ETA** November 17

Analysis: Chips ahoy

The final hurdle in PlayStation 3's race to launch

It may come as a surprise to you but as much as 40% of silicon chips manufactured are in fact faulty and rejected shortly after production. Yes, the chip industry as a whole is used to throwing away almost half of what it makes. The difference between the 'good' chips and the 'bad' chips, expressed as a percentage, is known as 'chip yield'. The more 'good' chips they can get on a sheet of silicon the faster they can make them and – ultimately – the cheaper they get. So (in PS3 terms) if they only get ten good Cell chips per day's production, you can safely say they'll a) cost a fortune and b) will massively hold up how many machines Sony can make.



Hard Cell The Cell chip brains of PS3: An amazing achievement or an accident waiting to happen?

ON THE DISC
See these *Virtua Fighter* pics in massive-o-vision
Extra/Screens

The Opinionator

"Boo-hoo, PS3's pad won't rumble. Oh, get over it."

When Sony announced that they weren't going to include a rumble function in their PlayStation 3 controller, there were murmurs of discontent from a few fanboys. "No!" they cried as if the centre of their universe had suddenly imploded. Some even tried to force Sony into a rethink through the fruitless medium of forum petitions. Yeah, that's really going to work, guys.

+

+

=

The shakes

Seriously, what does it matter? Is the fact that your controller won't shake mid-game really the deciding factor in whether you buy the most anticipated console in gaming history? No. It's just a lousy motorised wheel inside a pad. Get over it. And even though Immersion – who have patented this technology – smugly announced it could implement the rumble *as well as* the tilt-function, Sony were right to snub them up. Why? Immersion want millions as payment to do it – and that's on top of the $90m they successfully sued Sony for a while back. If they had wilted to their demands, we'd be looking at additional costs being lumped on top of the already rather extortionate PS3 price. Give PlayStation 3 a few hours of playtime and you'll soon forget your concerns as you delve deeper into the exciting world of next-gen gaming.

Bad pads

Still not convinced? Then sit tight and wait for the storm of rubbish third-party controllers to wash over you shortly after launch. Then you'll see how good the pad really is, even without rumble. It's not worth getting your pants in a twist just because you can't 'feel' a haymaker in *Fight Night* or a track groove in *MotorStorm*, is it? Keep your RSI-inducing tricks. We'll make do with playing PS3's games.

Nathan Irvine

Myth-Buster

SEEN THIS?

It'll cost you £150 to pre-order a PS3 before November 17

THE TRUTH

Making you fork out £150 to pre-order a PS3 is something that Sony discussed with retailers, true, but it's not actually going to happen. The plan was, you see, to not only ensure that only the most determined got their hands on a PS3 on launch date.

It's not happening, though. Just ask around the shops – those that are taking pre-orders won't charge you anything like £150. GameStation are doing them for just 20 quid. Sony have said they intend to do something to stop people buying up loads and then flogging them on eBay, but as yet we're not quite sure how this will work – perhaps you'll need to present ID when you pre-order and your details go on some kind of database to ensure you only get one machine. We'll find out soon.

Thrill List

The latest news on PlayStation's hottest games, every issue

1 Virtua Fighter 5

New faces in the latest *VF*

As well as hosting the most illustrious set of fighters in beat 'em-up history, *Virtua Fighter 5* is set to introduce us to a set of highly offensive new moves. There are 17 brawlers – including rookies El Blaze (a Mexican fighter champion) and the not-so-tough sounding Eileen, a Chinese lady taught kung-fu by her martial arts expert grandad – and you'll now be able to perform a strategic offensive move which can easily allow you to tackle an opponent from side-on. Which means you'll have to rework those fighting tactics you've polished up over the years.

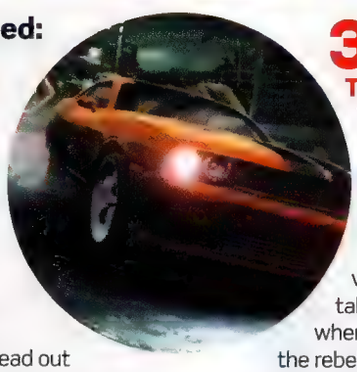
Pub Sega | **Dev** Sega | **ETA** May 2007

Fight for sore eyes Virtua Fighter 5 certainly looks lovely. And let's not forget that it's a PS3 exclusive.

...left to right: All your *Virtua Fighter* ...d some new faces t... Welco... Eileen, Kage, Pai and Aki... now. No fighting. Oh...

2 Need For Speed: Carbon

New 'boss battles' details emerge



As if hurtling through a twisting city wasn't scary enough, *Carbon* sees you taking on the main drivers in a terrifying canyon race. That's right, once you've seen off the rest of your opponent's crew, you'll head out into the mountains for a drift race with a difference. Rather than racing side-by-side, you have to trail you're your rivals down the slippy roads and try to keep in touching distance. If you can overtake, that's all the better, but the tracks are very narrow and one mistake will see you flying across the skyline like ET on that BMX. Keep up with them and they'll have to keep up with you. The best cumulative time between the two will decide who grabs the patch of the city that's on offer.

Pub EA | **Dev** EA | **ETA** 2007

3 Half-Life 2

New Episode Two details

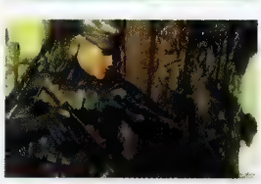
The original *Half-Life 2* took place mostly in an urban environment, but it's all change in Episode Two, which will come bundled with the PS3 version of the game. It takes place in... a wood, where robotic 'hunters' stalk the rebels hiding there. Gordon joins the resistance and tries to get as far away from City 17 as possible. Valve promise the game's Source engine will deliver looks far beyond the original as they get used to what it's capable of.

Pub EA | **Dev** Valve | **ETA** December

4 Metal Gear Solid 4

Epic sequel that fills an entire Blu-ray disc

Sony's neverending quest to make PS3 the home of 1080p resolution continues with *Metal Gear 4*. It's a confirmed 1080p game.



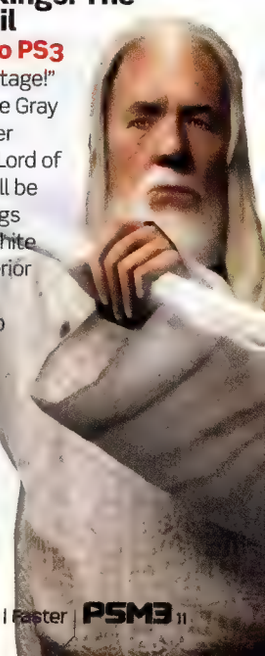
Get them in *Half-Life 2: Episode 2* and *Metal Gear Solid 4* ought to be PS3 must-haves.

Kojima has also revealed that the game would never fit on a regular DVD, and that Blu-ray is a necessity.

Pub Konami | **Dev** Kojima Studios | **ETA** 2007

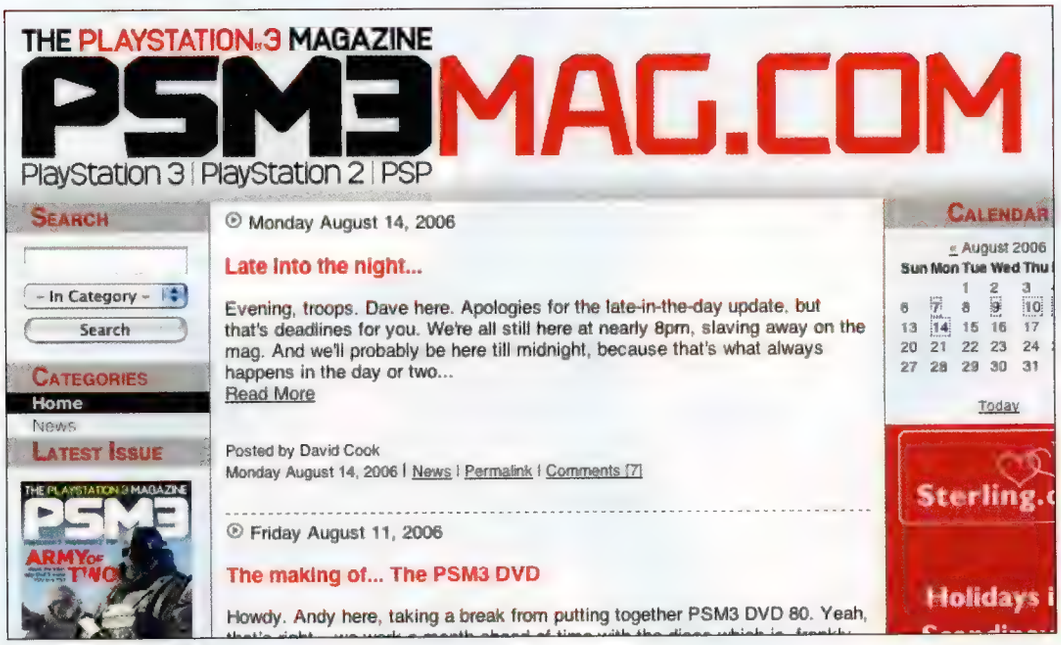
5 Lord Of The Rings: The White Council

The Rings comes to PS3



"This is actual game footage!" boomed developer Steve Gray as a super-slick HD trailer loomed large. If so, this Lord of the Rings game may well be the most incredible things you'll see on PS3. The White Council is set 80 years prior to the original trilogy giving you the chance to create your own character in a giant online world and it's rammed with giants and ogres – and Sir Ian McKellen provides the voice for Gandalf.

Pub EA | **Dev** EA | **ETA** 2007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Monday August 14, 2006
Late into the night...
Evening, troops. Dave here. Apologies for the late-in-the-day update, but that's deadlines for you. We're all still here at nearly 8pm, slaving away on the mag. And we'll probably be here till midnight, because that's what always happens in the day or two...
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Posted by David Cook
Monday August 14, 2006 | News | Permalink | Comments (7)
Friday August 11, 2006
The making of... The PSM3 DVD
Howdy. Andy here, taking a break from putting together PSM3 DVD 80. Yeah,
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Point your browser at www.psm3mag.com and you'll be presented with our shiny new blog. Bookmark us and visit every day for free PSM3-standard content from the team. It's the stuff we couldn't fit in the mag and all kinds of PlayStation-related behind-the-scenes goodness. Highlights from the past few weeks include a stunning set of photos of the PSM3 office, info on how the DVD is put together, hilariously biased *PES* match reports from Dan D and, of course, your comments and thoughts on what we're up to at the end of every entry we make. Yes, this is your chance to speak directly to us and if we like what you have to say we might even feature your comments in the mag. So get yourself over to the PSM3 blog RIGHT now and tuck into PSM3 for free.

Pub Future Publishing | **Dev** PSM3 | **ETA** Out now

Choice blog quotes so far

"Being two men down on deadline is not fun. Unless you're one of the men who's away, in which case it's probably brilliant."
Dave looks for the bright side of life. And fails.

"Without them Britain would slip into moral chaos. It'd be like 28 Days Later, only with outraged mothers instead of zombies."
Andy recognised the hard work done by porn fanatics the BBFC

"*PES* goalies stand motionless like a giant Nik Naks as the ball smashes unpredictably off their body into the bottom corner."
Dan D moans about losing at *PES*.

"Makes a change from Dan D's experimental electro-posturing. (Though secretly we're all missing it.)"
Dan G discovers that radio now goes up to '6'.

$ Best-Selling Game Evah!

Ideas guaranteed to sell a billion

The Pitch New from developer Treyarch (because everything is by Treyarch these days) *Disney Pixar's The Hedge Bully: Cars Edition (Featuring Shrek)* is a game your kids will... um... You play as Zweb, a child who bullies hedges by picking their leaves off. But the furious hedges use a magical 'cash-in' spell to turn him into a bush and realise the error of his ways. But not if (adult audience-friendly) Owen Wilson and Shrek (a strong child-market identifier) have anything to do with it! They play the part of... of... Hey! Mums! Here's a game with no blood in it!

PSM3 Rating 77%
"The best CG cartoon film tie-in we've seen all week!"

PS3 SCOOP

Wood you believe it!

It looks real, it feels real. Meet Sony's fake PS3

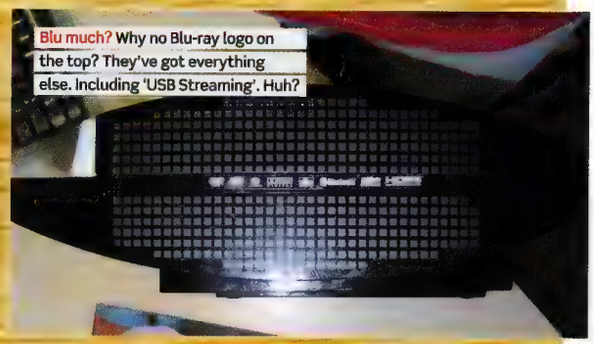
Excitement reached feverish levels in the office this month as we finally got our hands on a PS3. Albeit a shiny, half-ton wooden version used in product demos and displays. Still, from a distance the sturdy black doorstop duped a lot of people in the office into thinking it was real, prompting the question "How far do you reckon we'd get up the high street before we're mugged?" Surprisingly, no-one fancied running the gauntlet, but despite being completely useless it didn't stop us leaping from our seats for a closer look.

The high-gloss coating was soon covered in fingerprints and our up-close smooching soon presented us with more questions than answers. Would the actual machine be as heavy as this? After all, Sony are cramming a staggering amount of technology inside the case, as evidenced by all the ports drawn on it. And why – bizarrely – is the Blu-ray logo ominously omitted from the familiar list of technologies on the unit's top?

A quick side by side with PS2, PSP and (inevitably) Xbox 360 revealed that while the machine is a brute it's not quite as 'wardrobe' as some had predicted. Big – yes. Bulky – no. Verdict? We can't wait to have one of these sexy beasts standing next to our TV. Let's just hope that the finished article doesn't require a wheelbarrow to get it home. Arrgh! Our backs!

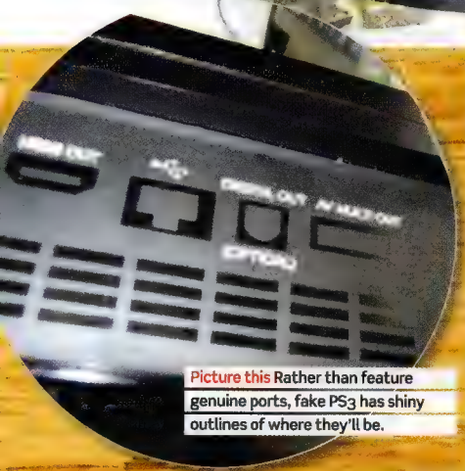
Pub Sony | **Dev** Sony | **ETA** November 17

"How to get hands-on with *Warhawk* now"
Play PS3-style tilt-tech today page 14



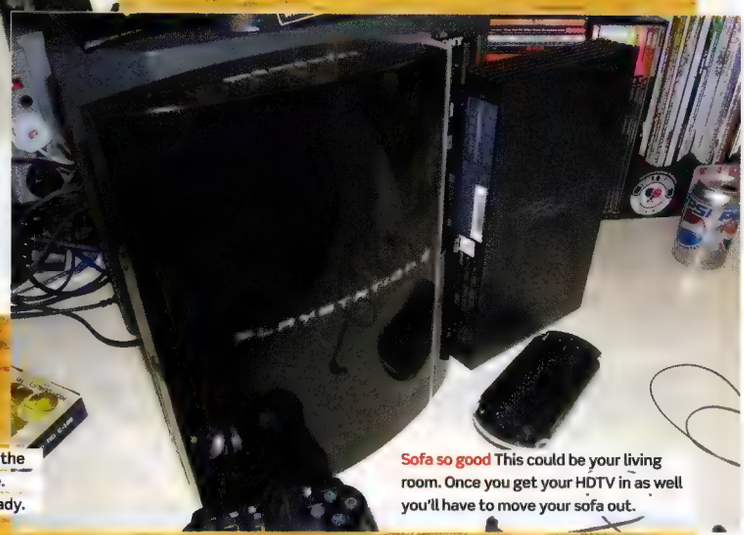
Blu much? Why no Blu-ray logo on the top? They've got everything else. Including 'USB Streaming'. Huh?

A kiss before lying Andy holds the fake PS3 steady as Rich goes in for a hot Frenchy.



Picture this Rather than feature genuine ports, fake PS3 has shiny outlines of where they'll be.

Join the family You never forget the first time you see a new console. And PS3 is looking at home already.



Sofa so good This could be your living room. Once you get your HDTV in as well you'll have to move your sofa out.

Side by side OK, so it's bigger, but it's not that much taller at all.

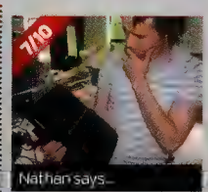
Tested — How sexy is PS3 in the flesh?

OK, so it's made of wood, but we still wanted to hug it

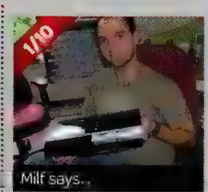
"Chuff me, it's massive!" exclaimed boss man Dan. "Even though I've seen it at E3, it's still surprising how large PS3 is. I guess finally having one stacked up against the equipment in the office finally puts it into perspective."

"I like its curves," muttered little Andy from beneath PS3's towering shadow. "It's going to look sexy next to my HD-TV. But how will I carry it home from the shop? I can barely lift it."

"I didn't expect it to be made of oak, and there aren't any slots for cables." We didn't have the heart to say it was fake, so we let Dave spend the day looking for the on switch.



"It looks ugly lying horizontal" barked Nathan. "Those George Foreman grill jokes aren't far wrong," he continued as he tried to slap another beef patty onto it. "It'll have to be stood vertically."



Never one to be fooled by a fake, Milf spotted the phony PS3 from 20 paces. "It's not real," stated our art supremo before it had even made it successfully into the office. Spoilsport.

Olden days Here's Andy, playing old style *Warhawk*. He didn't like it. But Andy doesn't 'ike *anything*.
Look who's 'hawking It's not as bad as it looks y'know. Honest.
Well tilt Our Airpad even came with it's original box and manual. It must be worth... oooh... about £7.20.

PS3 SCANDAL

Play Warhawk today!

Can't wait to play tilty-pad *Warhawk*? Here's how to try it out right now

To show off their fancy new tilt controller at E3, Sony used futuristic shooter *Warhawk* as an example of what was possible. By adjusting the position of the pad, they made a spaceship fly and wobble back and forth. "It's the future," they cried – but in reality playing tilt-pad *Warhawk* is nothing new. In fact you can play it today. Here's how...

First you need to remember that *Warhawk* was a PSone game, and that years ago a third-party peripheral manufacturer had created their own tilt controller, the stylishly-named Airpad. Next a little eBay hunting is in order. You're looking for an ancient shoot-'em-up that nobody remembers and a gimmicky controller that *even less* people remember. But, remarkably, we found both. And at an ultra-low price too. Bonus!

So what's it actually like to play? Well, it's confusing and unresponsive. The muddy PSone graphics don't do it any favours, but you do get a general feel for it. You feel as if the craft is actually *in your hands* and if the controls are tweaked, flying around with the much more sensitive PS3 controller will be a joy.

Pub Sony | **Dev** Incognito | **ETA** November 17

Developer Insight

"Because PS3 is so far ahead of PS2 I'm constantly making sure we get the most out of the cell chip We've created an entire world where you can fight battles the way YOU want to."

Godfrey Smithers
Executive Producer

STEP BY STEP GUIDE

01. Secure a copy of *Warhawk* on PSone

You could try second-hand shops, bargain bins or car boot sales, but eBay is a quicker, easier alternative. We found a man in Australia with a copy, which meant we didn't have to bother with a chipped console as it was, handily, in PAL. And for just over seven quid? Score.

Total cost: £7.64

02. Get a tilt-sensitive controller

Again, there are a few places to locate one of these, but eBay is still the best. Someone from Doncaster had one, so we started bidding. And we got it, for about the same price as the game. It was an Airpad, and it even came with a shiny click-on front bit. Nice.

Total cost: £7.20

03. 'Experience' tilty-pad *Warhawk* right now!

With everything in place, it's time to experience the um... old-gen thrills of *Warhawk*. Well, it might require a pair of rose-tinted glasses but you can get them on eBay too.

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Gym'll fix it Ah, the classic bullying gym instructor. We predict some major come-uppance later in the game...

PS3 SCOOP

Back to school with Bully

Forget the crime-torn streets of *GTA* – school is way more dangerous

Bully is the game that has outraged parents, self-righteous reactionary newspapers and sent insane American lawyers baying for Rockstar's blood. In fact, we feared that Rockstar had got the Fear and cancelled it altogether. But get this – you don't *actually* bully anyone in it. You play as Jimmy Hopkins, a 15-year-old student trying to survive a year at Bullworth Academy, the most corrupt, dangerous boarding school in the US. While Jimmy is far from a model pupil he's not the bad guy the moaners think he is. His story actually involves *outsmarting* bullies, sadistic teachers and beefcake jocks rather than dishing out cruelty.

But don't go thinking it's a grim, repressed-memory-reactivating vision of teenage hell – it's actually the videogame equivalent of slapstick 'campus' movie like Animal House or Porky's. Humour is at the forefront, and Bullworth is full of rich comedy characters including a manipulative homecoming queen, a grotesque lunch lady and the cocksure captain of the football team.

And there's loads to do, too. You can twat people with your slingshot, skateboard, skid around on your BMX and, of course, chat up girls, who you'll need on your side if you're to become the most respected kid on campus. Just like we were at school. Yes. Anyway, mission structure takes the form of 'helping' characters dotted around the school who will issue tasks, just like in *Grand Theft Auto*. How free-roaming *Bully* is remains to be seen, however – there's only so big a school can really be, after all – but this is Rockstar we're dealing with here and they're not usually in the business of making small games after all.

We've high hopes for this one. The novel premise, colourful design and mischief-causing gameplay all bode well, and its sense of humour should do away with any suspicions of it being a bit dark and wrong. People will object, those papers we mentioned earlier will kick and hiss and it may even not appear in Mozambique but – controversy aside – this could be one of PS2's finest action games and, along with *God Of War 2* and *Just Cause*, offer a fitting swansong for PlayStation 2.

Pub Rockstar | **Dev** Rockstar | **ETA** October

In-depth The best days of your life?

Humiliation

Atomic wedgies

The ancient art of pulling someone's pants so far up their own arse it makes them wince with pain has been a mainstay of comedy school capers since time began and, yes, you can do it in *Bully*. Well, actually, that's unconfirmed. Rockstar's demo only shows the school bullies doing it. Possibly to avoid flack from lawyer types. But look at Jimmy – he looks like the wedgie-giving type, doesn't he?

Being an outsider

Gangs

Like most schools, certain types of pupil form gangs and then ruck with each other on the playing field. Being an American school, these include a '50s-style greaser gang, a trio of snotty preppies and, naturally, the football-playing jocks. Will there be a trust/respect system like in *Mercenaries*? Makes sense.

Skateboarding

Getting around

Bullworth Academy is a big place, so to get around Jimmy uses his BMX bike and his skateboard. The rebel. Our fingers are crossed for a full-on tricking system, but we'd be content with *Grand Theft Auto*-style bunny hops. We're not only hoping for Marty McFly-style chases across campus, we're also keen on grinding down the school banisters.

Beatings

Outsmart the bullies

If you bullies catch wind of you trying to become the king of the school, they'll chase you around, stick your head down the toilet and give you one of those atomic wedgies we mentioned earlier. In fact, the chances are they'll try and do that anyway. That's what bullies do, see? You'll have to use your initiative to escape them (i.e. scarper).

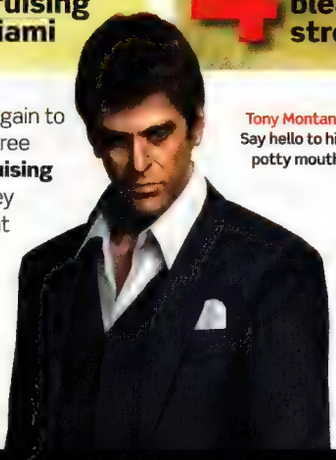
"This could turn out to be one of PS3's best launch titles"
MotorStorm page 10

PS2 PLAYTEST

Change Tony Montana's fate in Scarface

What if he had survived at the end of the film?

If you've seen Scarface you'll know that at the end – after the **infamous last stand** (1) scene – Tony Montana gets shot in the back, falls off a balcony and dies. But in the first level of the game you can actually *change the ending of the movie*, spin around and fill your **would-be killer** (2) with lead. Blasphemous it may be, but it certainly works. Things go from bad to worse however when Tones escapes his gangster-infested mansion. The police take over and he loses his criminal empire and everything in it, reducing him once again to the status of a no-good bum. But three years later, Montana is back and **cruising the streets of Miami** (3) in a low-key [ahem] convertible with leopard print seats. He wants his city back. The **sun-bleached streets** (4) look gorgeous and you can wander around freely, talking to random passers-by, telling girls they have nice asses (yes, really) and swearing at people by pressing the 'taunt' button. And so Montana's (second) rise to power begins, starting with a meeting at **the Babylon club** (5) which fans will remember from the film. They even have the proper soundtrack and everything, not to mention a load of licensed radio stations and a top-drawer Pacino soundalike on voiceover duties. Suspend your disbelief – this'll be a cracker. Review next issue.



Tony Montana
Say hello to his potty mouth.

Pub Vivendi | **Dev** Radical | **ETA** September

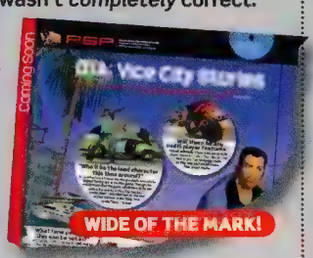
The PSM3 Wrong-Righter

EMAIL PSM3 @
Spotted some Bertie Bollax in PSM3? Tell us:
psm3@futurenet.co.uk

Squirting the lemon-fresh scent of truth over past issues

BE LANCE VANCE IN *GTA: VCS* ✗ WRONG

OK, so the guesswork in our *Vice City Stories* preview in issue 78 wasn't *completely* correct. We said it'd probably be Lance Vance who you play as, but Rockstar have just confirmed that it'll be his brother Victor Vance taking the lead role plaudits. We were *so* close.



PSM3 78 - page 33

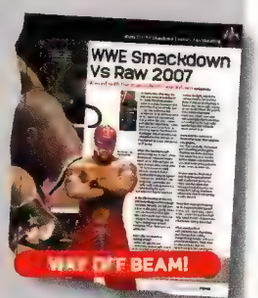
DEF JAM 3 WILL BE AMAZING ✓ RIGHT

We had to remain tight-lipped about EA's hip-hop beat-'em-up, but now ten phat pages of angry-looking men (see page 24) proves that this game does indeed look 'incredible'. We'll just gloss over the fact we thought it'd have an entirely new name, though. Yes, we'll just gloss over that bit.

PSM3 78 - page 16

SMACKDOWN COMING TO PS3 ✗ WRONG

Sweaty wrestler *Smackdown Vs Raw 2007* has slipped through the grips of PS3 and won't be landing on the launch day after all. That's right. It was scheduled for PS3's inception in November but THQ have put the brakes on that plan. For some reason. Don't blame us though. We're as mad about this as you are.



PSM3 78 - page 41

Why We Love...

Yu Suzuki

Sega's games guru really pushes our buttons

What has he done?

After just two years working as a programmer at Sega Japan, Suzuki coded legendary bike racer *Hang-On*, followed closely by shoot-'em-up *After Burner* and the now-infamous racer *OutRun*. Ten years later, Suzuki designed *Virtua Fighter* – the first 3D beat-'em-up ever made. Other games under his belt include the epic Dreamcast martial arts adventure *Shenmue*, light gun blaster *Virtua Cop* and *OutRun 2*. Now *that's* diverse.

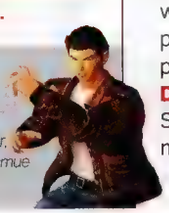
Why we like him?

Yu Suzuki's love of pure arcade gameplay come across in his games, specifically *OutRun 2* for the arcades, which, in a world of realistic sims and street racers, went back to basics, offering slick sunshine gameplay that anyone could fall in love with.

What's he doing now?

Yu has been quiet of late – his last game was the dismal *Shenmue Online*. *Shenmue* fans have been calling out for a sequel since the last game ended with an almighty cliffhanger, so perhaps he's off creating chapter three for PlayStation 3. He also oversaw the development of *OutRun 2006: Coast 2 Coast*, which we maintain is one of the greatest driving games ever made. We salute Yu.

Who are you?
Name Yu Suzuki **Age** 49
Role Head Designer
Key Games *Virtua Fighter, OutRun 2, Hang-On, Shenmue*



The Insider

He's the man who knows too much...

Let's start with some bad news. There won't be a PlayStation 3 **WWE Smackdown** game until 2007. Despite the presence of a 360 game (we've seen it – it looks good) THQ aren't going to releasing the in-progress (and very real) PlayStation 3 game this year. I hear some Microsoft/THQ joint loving was to blame rather than any shortcomings on the developers' or PS3's part. Similarly letting the side down this month is – surprisingly – the Managing Editor of The Official PlayStation Magazine in America, **Dana Jongewaard**, who wrote in her blog that she'll be buying a Xbox 360 and Wii this Christmas instead of a PS3, and triggered an international uproar in the process. And the grumpy vibe continues with EA's Executive VP and COO of worldwide studios **David Garner**

"The next Tomb Raider is a remake of the PSone game"

making his feelings felt. He's dissed Sony over their pricing and promotion of **PSP** – a device currently being outsold by Nintendo's DS. "There's no doubt that EA has historically bet more on PSP. I think we were excited by the technology, but the consumers have proven that actually what they want is fun," he said before promising that EA will be "putting more effort behind DS games". Great news, huh?

Better is the re-emergence of **Bully**, which is now a PS2 exclusive after Rockstar quietly canned the planned Xbox version. Likewise cheering us up is the **Guitar Hero 2** song line-up, and I hear that a certain Guns 'N' Roses fret-tapping classic is on the cards. Confirmation shortly.

In financial news, the slow winding down of **Atari** continues with the sale of the **Driver** brand, the technology behind it and the entire Newcastle-based Reflections studio to **Ubisoft**. Likewise we spotted their FPS game **Timeshift** popping up in a recent **Vivendi** presentation. Still, at least they've got **Dragon Ball** and **Alone In The Dark**... Speaking of Atari, **Dave Perry**, the very tall man behind Shiny and **The Matrix** games (among others) has parted from the company he founded (now owned by Atari) and is working on a Korean online game for the recently revived **Acclaim** – the company that made him famous in his **Earthworm Jim** days. What goes around comes around, eh? In other news **Lucasarts** have let slip that their first PS3 game will be by the developers of the **Mech Assault** games (stompy robot game anyone?) and that their **Star Wars** PS3 game WON'T star Darth Vader and won't be out until late 2008. What?!

Elsewhere I'm told that **Square Enix** are planning to enter the hardware business. In a collaboration with **Taito**, boss Yoichi Wada said that "ideas for an actual physical product have come up. In any case, we will be releasing some 'thing.' It's interesting in that it's not the sort of thing you expect from Square Enix." Nothing to do with **Final Fantasy** then? Pull the other one. And I hear that the much whispered about next **Tomb Raider** will in fact be a remake of the first PSone game on PlayStation 2 and PSP, using the graphics engine from *Legend*. Lots more on this one next month. Until then...

PSone for the money? It might be a clever 're-using of assets' but we can't wait to play original '*Raider* on PS2.

ON THE DISC
Help yourself to some MotorStorm wallpapers

"The entire environment can be blown to pieces"
Call of Duty 3 page 20

PS3 UPDATE

MotorStorm races back into the spotlight

Meet the racer we've been excited about, then dreaded, and are now excited about all over again...

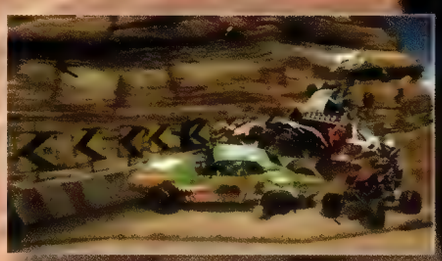
When we saw the first *MotorStorm* trailer at E3 2005 it looked like the best thing ever. Then we saw it at E3 2006 and, surprise, surprise, it looked nothing like it did a year earlier. In fact, it looked a bit 'rubbish'. But now, having seen a brand new demo and some new shots, we're excited again. We're especially impressed by how solid it looks. You feel the crunch of every impact and the way the vehicles bend and fold as they smash into each other is impressive. There's also a remarkable amount of detail in the racers themselves; they shift position realistically as they bump across the dunes and we even saw one driver taunt another mid-race. *MotorStorm* could actually turn out to be one PS3's best launch titles. We're watching closely.

Skid marks

Developers Evolution made all the *WRC* games, so they know a thing or two about dirt. And in *MotorStorm* the brown stuff looks *fantastic*. Vehicles cut tracks in the mud, dust covers riders' helmets and muddy water splashes all over the screen. It's a see-it-to-believe-it high point.

Car wars

Among the vehicles you'll be able to choose from are motorbikes, 18-wheeler trucks, rally cars and dune buggies. There are obvious benefits and pitfalls to each which should lend races a tactical edge. And you can always buy more rides online.

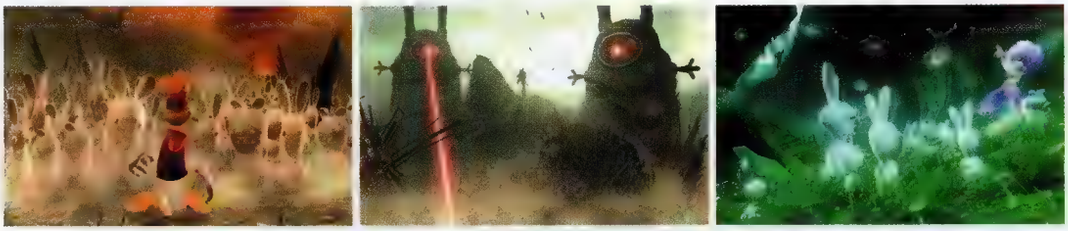


Crash and burn

The newest *MotorStorm* version we've seen shows a multiple car pile-up in slow-motion. The camera spins around Matrix-style showing riders flying through windscreens, windows shattering and bumpers crumpling. Is this an in-game feature or are they just showing off?

The last minute shots of big importance

The freshest pics, squeezed in as we go to press

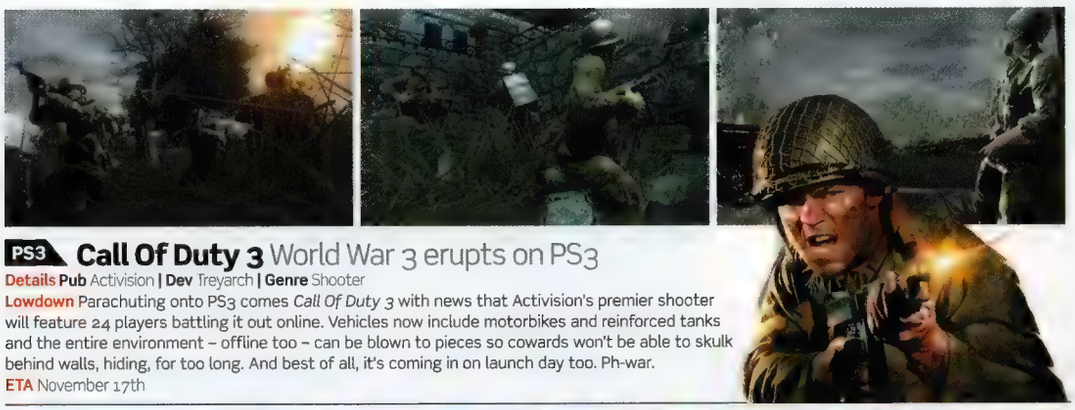


PS3 Rayman Ravin' Rabbids Limbless superhero returns

Details **Pub** Ubisoft | **Dev** Ubisoft | **Genre** Platformer

Lowdown The oddest character in gaming history has a new skill in his repertoire... stealth. Yep, Rayman has to sneak his way past herds of rabbits by disguising himself. There will, of course, be the usual platforming antics as well. The game's creator – the famous Michel Ancel – claims the comedy will be akin to Monty Python and Mars Attacks. We'll be the judge of that, thanks.

ETA November

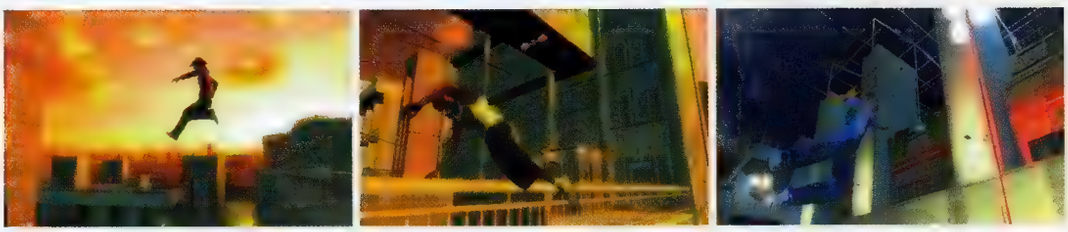


PS3 Call Of Duty 3 World War 3 erupts on PS3

Details **Pub** Activision | **Dev** Treyarch | **Genre** Shooter

Lowdown Parachuting onto PS3 comes *Call Of Duty 3* with news that Activision's premier shooter will feature 24 players battling it out online. Vehicles now include motorbikes and reinforced tanks and the entire environment – offline too – can be blown to pieces so cowards won't be able to skulk behind walls, hiding, for too long. And best of all, it's coming in on launch day too. Ph-war.

ETA November 17th

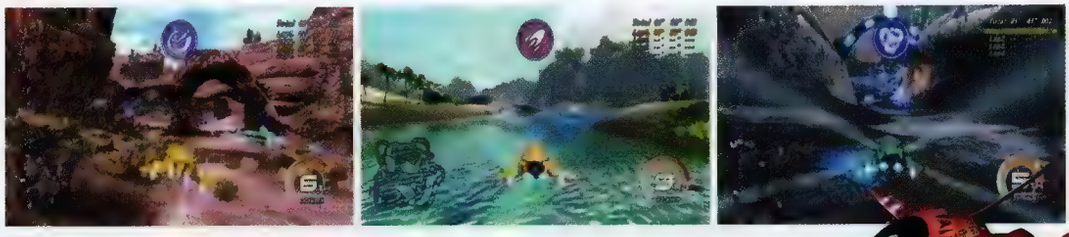


PS2 Free Running Leap tall buildings in a single bound

Details **Pub** Rebellion | **Dev** Core Design | **Genre** Sports

Lowdown You can now enjoy the dangerous sport of parkour – jumping about the roofs of buildings – without fear of scuffing your knees or ending up in casualty. *Free Running* has been in development for ages, but it's finally set to scramble onto shop shelves in September, and you'll have to learn 50 unique moves if you're going to be the king of the streets. Not sure about that title tho'. *Parkour Uproar* anyone?

ETA September



PS3 Fatal Inertia *WipEout* meets *Destruction Derby*?

Details **Pub** Koei | **Dev** Koei | **Genre** Racing

Lowdown Smelling a lot like *WipEout* (what with its gravity-defying vehicles and missile-launching capabilities) *Fatal Inertia* sees you manipulating landscapes to your advantage. This means blasting rock walls to create an avalanche and take out the guy in front, or latching onto giant boulders with a grappling hook to perform high-speed hairpin turns.

ETA November 17th

The Optimist

Don't worry. Be happy

"Pre-order PS3? No need for that..."

We all know there are going to be more than enough PlayStation 3's to go round when the machine launches on November 17th. Of *course* there are – yes, there are only two million consoles scheduled to be on sale, but in pricing it at £425 and sticking it out a month before Christmas, Sony have ensured almost no-one will be able to afford to buy a PS3, because they'll be spending all their money on turkey and socks for the big day. So anyone with sufficient wedge will be able to stroll into GAME and buy one at their leisure. Easy. Pre-order. It's a mug's game!

Equal footing

Still not convinced? Well, everyone – *everyone* – knows the European market is as important to console manufacturers as Japan and America, so we're *bound* to get an equal share of those two million PS3's. Less important than either? Pff. OK, so there are two US sports games in that launch line-up and no, say, *FIFA* – but in making PS3 a *less attractive* purchase for prospective European consumers, it becomes even more likely that you can get one on launch day. In fact, the launch games are probably *deliberately* uninspiring. In making less people want PS3, Sony have ensured shops don't run dry, avoiding any of those embarrassing 'product shortage' headlines that dog so many hardware launches.

I just can't wait to stroll into GAME on November 17, cash in hand. Pre-orders? For losers, mate.

EMAIL PSM3 @

Are you going to pre-order? Mail us: psm3@futurenet.co.uk

"GLAMOROUS HALF-NAKED BABES KUNG-FU FIGHTING ...SIT BACK, RELAX AND ENJOY"
ALAN JONES - FILM REVIEW
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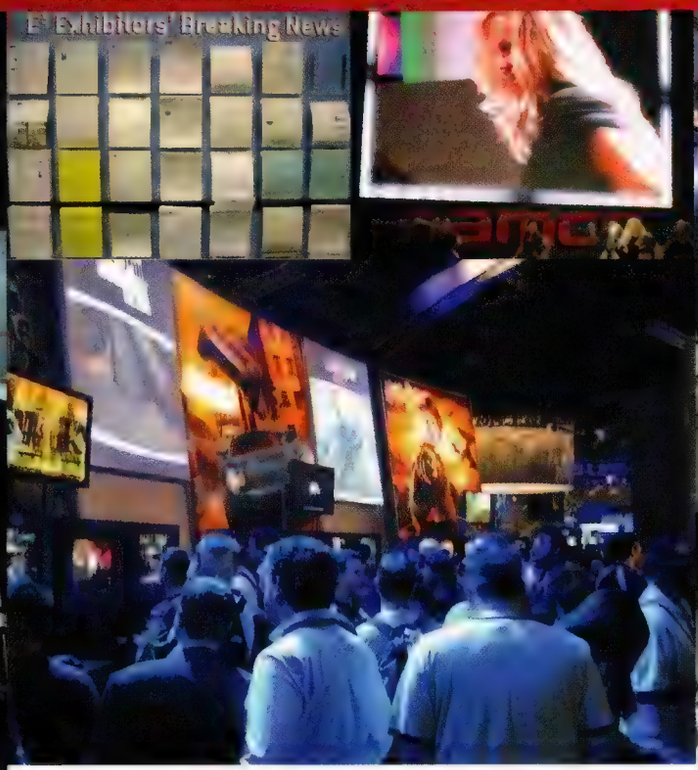


PSM3 INVESTIGATES

E3 show takes the final curtain

Say goodbye to the world's biggest game show. So what went wrong?

Regular readers know of E3 – the Electronics Entertainment Expo that happens every year in Los Angeles in mid-May. It's the place where every game maker shows off their wares for the upcoming 12 months – and an event that influences everything we at PSM3 say or do for the next year. Or at least that's what used to happen. In a shock news announcement, the Entertainment Software Association – the organisers of E3 – told us there would be no more of the famous sights, sounds, excesses and madness that has come to represent "the greatest game show on earth".

That's no more booth babes, no more running between meetings in a convention centre the size of Belgium and no more wrestling for Kojima's attention alongside the world's fattest fansite 'journalists'. Sure, E3 can be a pain – going without sleep or food for a week is never a good idea – but the news that E3 just won't happen in 2007 has left the game world reeling.

Game over

So why pull the plug? "The world of interactive entertainment has changed since E3 was created 12 years ago," said Douglas Lowenstein, President of the ESA. "Over the years, it has become clear we need a more intimate program, including higher quality, more personal dialogue with worldwide media, developers, retailers and other key industry audiences." Wise words. In recent years the event has become a sprawling mess of noise where great games get buried by the mega-dollar glitz that is the games industry at its worse. Basically, E3's bosses realised that the show had got too big to be properly effective any more. However, the real nail

Analysis So what's left?

No more E3? How are we supposed to get a free drink now?

While E3 was certainly the biggest game show in the world, and its mix of noise and "Hey, look at us!" showmanship made it a must every year, there are plenty of alternatives. Unfortunately, many forgo the cut and thrust of 'brilliant new videogames' in favour of something altogether more... 'poncey'.

Game Developer's Conference

What is it?
The ultimate nerd-fest. Er... We mean an event in San Francisco, where game developers can get together, chat about physics and swap tips on "middleware solutions that maximise processor throughput". Good job it's in San Francisco eh?.

Any good?
Um... Where are the games?

★☆☆☆☆

Edinburgh Interactive Entertainment Festival

What is it?
A yearly get together for British games folk. Again it's a bit 'game-free' but there are lots of "multimedia artists" debating "whether videogames can ever be considered art". And everyone else is there to get GameStation to stock their Taiwanese PSP screen protectors.

Any good?
Well, Edinburgh *is* very nice.

★★★☆☆

Games Conference Leipzig

What is it?
The up and coming 'European E3' takes place in a vast greenhouse somewhere in the former East Germany. A little light on 'new announcements' but, since there's only one nightclub in Leipzig, it's great for rubbing shoulders with Kojima *and* Miyamoto.

Any good?
OK. And getting better.

★★★★☆

Tokyo Game Show

What is it?
The late September games show in... Tokyo! This is the place where the Japanese like to show off their new games and hardware. Smaller (and much more polite) than E3, it's often home to the really great announcements and interview opportunities.

Any good?
We love it. Can't wait for this year.

★★★★★

in the coffin is probably more to do with the persistent rumours that the big companies that make E3 worth going to in the first place got together and agreed not to appear.

Why duck out? Sony's presence at E3 in 2006 is rumoured to have cost them up to $10 million for floor space, a sci-fi stand and a press conference (and party) for PSM3 and the rest of the world's media. So what did they get for all that money? Well, six pages of lukewarm text in PSM2 issue 76 and a picture of Sony exec Phil Harrison dressed as a duck. If Sony, Microsoft and Nintendo said "no, thanks" to stumping up similar cash for E3 2007, then that's that.

The next level

So what will take E3's place? Well, a new, lower-key E3-esque event that - if it comes off - will be even more useful for everyone - including you. "It is no longer necessary or efficient to have a single industry 'mega-show.' By refocusing on a highly-targeted event, we think we can do a better job serving our members and the industry as a whole," says Lowenstein. We're inclined to agree - and if that means better access to the games and the geniuses that make them (and the possibility of finding a hidden gem lurking beneath the big titles and bringing it to you first) then that's cool by us. We'll really miss those booth babes, though.

The last E3 show ever?
Maybe not, but never again will we be held spellbound by the charisma storm that is President/CEO of Sony Computer Entertainment America Inc, Kaz Hirai. Ah, happy days and the end of an era.

Insight E3 history

How videogames got their own show

The first E3 show took place in LA on May 11 1995. It was conceived as a spin-off from the massive Consumer Electronics Show which still takes place in Las Vegas each year. As they ran out of space they decided to break away the games part of the show and set up a new event in Los Angeles. Eleven years later it seems that E3 suffered similarly - it's just too big to work properly. Shame.

Pub EA | **Dev** EA
Players 1-4 | **Genre** Beat-'em-up
FYI Hip hop stars kicking multiple ass

ON THE DISC
See the early stages of this month's cover image

DEF JAM 3 HITS PS3

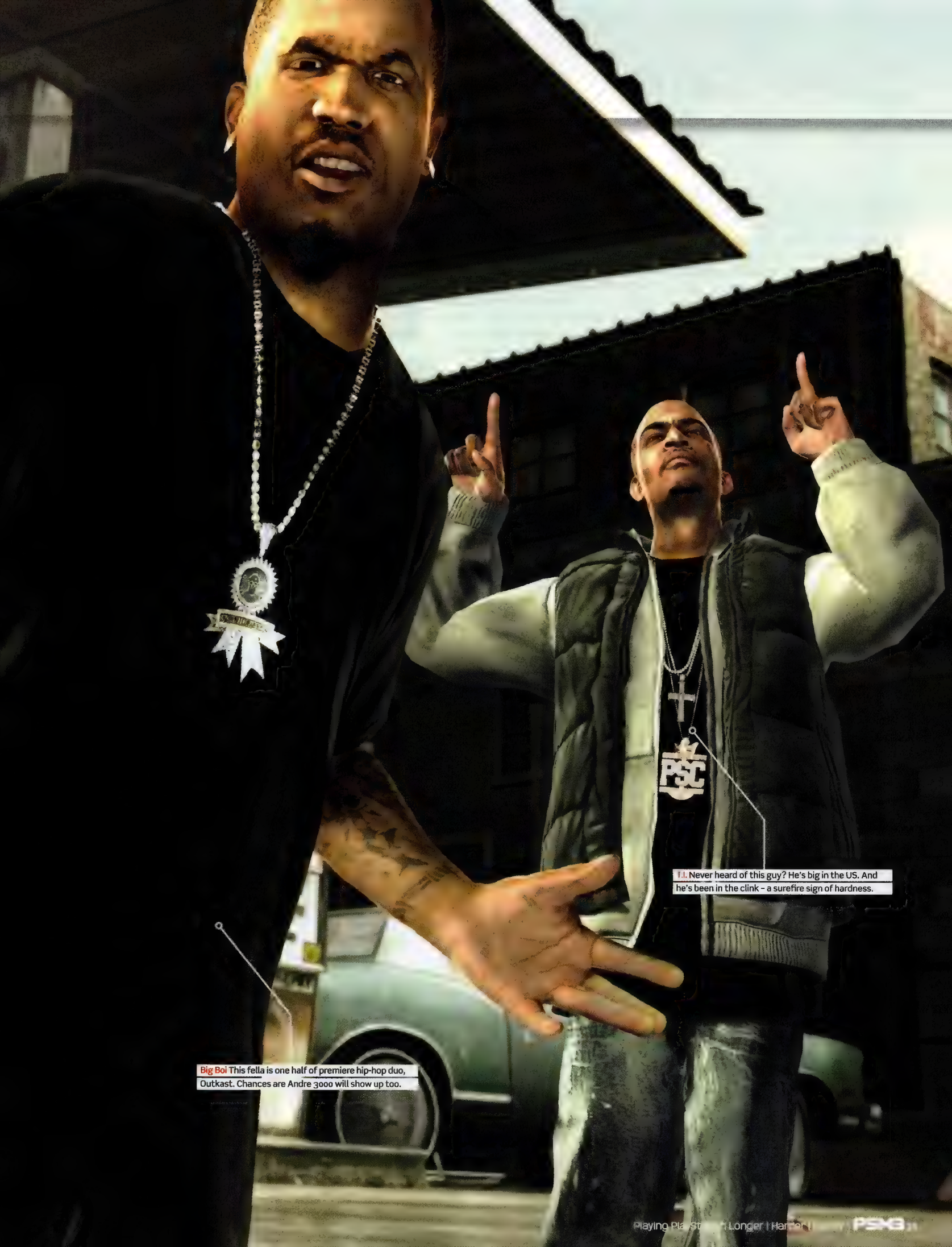
The seminal hip-hop fighting game drops onto PS3 and packs a more powerful punch than ever

Nathan Irvine

BOSH! That's the sound of a Ludacris-shaped hole being made in a gas station window. The braid-haired rapper has just been flung through the glass by a shadowy figure and is now picking himself up off the glass-strewn forecourt in a total daze. Stepping through the door of this once peaceful roadside stop-off, however, is a familiar looking man. Very familiar. It's Ice T and, if our eyes serve us correctly, he's wearing a police badge around his neck. Ice T? Police? What the hell is going on? And this is just the beginning of the surprises...

We're watching *Def Jam 3* on PS3 and it's amazing. The product of EA Chicago is a close relative to the stunning next-gen *Fight Night* – both are from charismatic EA producer Kudo Tsunoda – but *DJ3* is taking things to a whole new level. We can hardly believe what we're seeing at times.

Ice T looks menacing as he steps toward a clearly pissed-off Ludacris. The music strikes up – Jay-Z's 99 Problems... nice – and the surrounding block begins literally *jumping* in time with the bass. It's like the whole city is going to pop right off the screen and into your face. It's fight time. Ice T is the first out the blocks with a fierce combo. It looks scarily realistic – Ludacris stumbles back, his jaw bent out of shape like he's just been hit with a hammer. His facial expressions tell a story of ultimate discomfort, unlike the vein-pumping aggression and gritted teeth of Ice T's determined mug. Each smack falls perfectly in time with the music, and the block rocks ever harder with each beat and impact. We're loving it. The same can't be said for Luda, though – he's being bashed about the face and neck without so much as punch landing on the angry copper. But, just like a scene from Rocky, the hip-hop sounds



Big Boi This fella is one half of premiere hip-hop duo, Outkast. Chances are Andre 3000 will show up too.

T.I. Never heard of this guy? He's big in the US. And he's been in the clink – a surefire sign of hardness.

Cover Game

raise your spirits as the battered Ludacris mops the blood from his face. He retaliates with a series of haymaking punches and some nifty kung-fu kicks. This fight isn't over by a long way. Ice T is rocked back into the side of a pimped-out Escalade as he back-peddles across the gas station forecourt, strewn with debris from the scuffle. The game *visibly changes gear* and the block rocks ever harder as Ludacris begins his strike back.

Blown away

We're fighting to take things in. The dust, the lighting, the soft edges of scenery and the dentable, shiny cars. What spare power PS3 has after animating the two stunningly lifelike fighters is being pumped into the detail all around the action. As Ice T is walloped with a slow-motion uppercut – the sort that wouldn't look out of place in the *Fight Night* – he flies backwards over the exposed pipe where a petrol pump once stood (just another casualty of the incredible destructible environment system throughout the game). Petrol leaks onto the floor and a prone T is clearly in trouble. Ludo turns to face the camera, struts away smugly and then stomps his feet to the last power chord of the song, magically igniting the fumes *with the power of dance* and scorching Ice T with one almighty (and achingly beautiful) explosion. KABOOM! Ice T as a copper? Yeah, we knew it couldn't last.

Ludacris-ly real These superb recreations aren't just for the cut-scenes, this is an in-game character.

Get your kicks

Sticking with the *Def Jam* tradition, each of the numerous brawlers will come with a unique fighting style. Our demo showed that Ice T is very much a wrestling expert, but Ludacris is all about combo-filled kung-fu. So expect to be breaking loose with a selection of fight moves, from super-technical martial arts to the 'outside the kebab house at 3am'-style street fighting.

"The block rocks ever harder as Ludacris begins his strike back"

Pump it This stationary gas pump can be knocked from its fastenings and used as a head-stoving weapon.

Car trouble Just like the environmental moves seen in previous games, you can slam your opponent's head through this car's windows.

Kudo Tsunoda

DJ3's top producer talks a good fight

Block party Don't worry, this isn't a broken graphic. The building is actually rocking in time with the music as the two fighters go toe-to-toe.

Last time we met you told us that "this game will redefine the fighting genre". How?

Kudo: In every fighting game you play, you have two characters within a stage-like environment. The interaction of the characters are the only elements that make up the fighting. What we have done is change the environment from a lifeless stage to a living and breathing character who is a major part of the fight. It is basically now a third character in each battle and is a major part of the gameplay mechanic. The fighting genre has been stagnant and devoid of innovation for the last ten years. While technology has advanced significantly, the gameplay has not changed at all. The controls are the same. The fighting mechanics are the same. The fighting genre needs new life and a new idea.

What's your favourite non-EA beat-'em-up of all time and why?

While it was not your typical fighting game – there was a game on the original Playstation called *Battlestations*. The concept of the game was "*Street Fighter* with ships". It was a fighting game but in a naval setting. While there were tried and true fighting mechanics in it, since each ship had such different abilities – it had a completely different feel.

Is there more to *DJ3* than fighting?

This game will completely redefine hip hop lifestyle games as you know it. We are making hip hop lifestyle a major part of all the gameplay elements. In our single-player mode, you are able to actually live the life of a hip hop mogul. You are signing artists, releasing songs, and trying to build your record label.

Who (if anyone) has been dropped from the fighters roster and who will make their debut?

Who is hot and who is not in hip hop changes quickly. We are delivering a big cast full of big established hip hop stars and up and coming artists who will be hot when the game is released. So lots of the rappers in the game are going to change.

During the trailer's fight scenes, the whole block is literally jumping – is this purely aesthetic or will it play some part in the game?

Almost nothing we do at EA Chicago is purely for aesthetics. The main goal is to deliver great gameplay and we use all the tools possible to deliver this. The whole block-jumping is going to

Footloose A big size 9 to the 'hizay' rocks Ice T out of his dominance and quickly turns the tables.

"Mr Face, meet Mr Boot"

Counter-attacks seem to be all the rage in *Def Jam 3*. Just when it looks as though you're about to get a pounding, you can kick back with an equalizing wallop. This is perfectly shown here – Ludacris seems to be looking at an imminent shoeing but suddenly hits back with a chin-rocking jumping heel to the face. THWACK! Take that, Ice T.

1 Ludacris gets the party started

The vested rapper psyches himself up and prepares to serve up a slice of violence on veteran *Def Jammer*, Ice T.

"Beat the teeth out of Ice T"

Not to be outdone by the uncanny likenesses of *Fight Night*, *Def Jam 3* features some of the most scarily realistic mugs ever. Which makes mashing them into paste with your fists all the more satisfying.

2 Revived and kicking

The out-and-out brawling style of Ice T struggles to cope with the kung-fu kicks of the wily Luda. Each area of the body rocks realistically when you connect with a particular strike.

be a key part of the gameplay – it is tied to the basic fight mechanics.

So how will a typical fight pan out?
There are two core components to our fighting mechanic – the toe-to-toe scrapping and using the environment. Until you are better at the game, you will battle in the beginning in a more traditional toe-to-toe fighting sense. But as you are get better at the toe-to-toe elements, you can start using the environment to whoop ass.

How will brawls spill over into other areas?
We wanted to really open up the environment – more than you would expect in a fighting game. So while the fight starts in an area like outside the gas station, you can also throw somebody through the glass doors and break into the convenience store and fight in there.

What new fighting mechanics can we expect? For example, will the *Fight Night* Total Punch Control feature?
Always love to hear a mention of Total Punch Control! This game is a complete innovation – we are not just taking Total Punch Control and putting it in a different title. We have developed a completely new control and fighting system exclusively for this game. So while you will not have Total Punch Control in the game – you will have completely unique and new controls that feel just as good.

Do any of the stars in the game ever request to have better moves?
We work with the artists long before we put their moves in the game to make sure all parts of their character – look, clothes, dialogue, the way the move – are correct long before we generate the assets themselves. So we don't get too much of them asking for new moves, as we work very carefully with them to get it right the first time.

How will *DJ3* benefit from PS3's online skills?
One of the big elements of the hip hop world is the strong sense of community. We want to build that same sense of hip hop community online. User-generated content and sharing it online will be emphasized, along with several new online exclusive online features.

So PS3 is letting you do things that you couldn't do before?
The PS3 is a great platform for this game. We are using all the extra processors to deliver a new level of animation and physics to produce more realistic human movements. But the big win here is the ability to add animation and physics to all elements of the environment in time to the music and then making it a part of the fighting mechanic.

But not everyone loves hip hop like we do...
The core of *Def Jam 3* is a totally new and innovative fighting game with addictive multi-player action. Regardless of the hip hop flavour, this is a must have game.

3 Go on, express yourself

Facial contortions are an accurate indication of whether your fighter is ready to rumble or if they're as nervous as a bag of kittens. Could this be signalling the end of energy bars on the HUD just like the recent *Fight Night: Round 3*? Fingers crossed.

4 Gurn some respect

The hammer blows that Ludacris lands in the climax of the fight ripples Ice T's face as if it's made of blancmange. It's like watching the slo-mo replay of a knockout in *Fight Night Round 3*.

Ice breaker Just look at the grimace on his face and check out the blood running off his chin too. Brutal.

Appetite for destruction

Everything you can see in this gas station can be used to inflict pain on your opponent.

The store Fancy fighting among the Twixes and gentlemen's mags? Then chuck your foe through the door and get rucking.

Burnt out

The most interesting aspect of our *Def Jam 3* d[illegible] is the explosive finale. Not satisfied with pounding Ice T's ribs into a gooey paste, Ludacris brings his arm down in time with the music and triggers a massive explosion – like an orchestra conductor, but with flames. This suggests that there'll be a range of fancy finishing moves for us to get to grips with. Just imagine torching Sean Paul. Mmm...

Who'll star in DJ3?

EA aren't saying at the moment – each artist is signed separately. Here's a list of Def Jam artists to browse, though it's worth pointing out that Snoop Dogg and Carmen Electra (stars of previous *Jams*) aren't Def Jam acts, but they still appeared in the games. Fact is, anything goes. Fingers crossed for your favourites.

Ashanti
Aztek
Beanie Sigel
Beastie Boys
Biggs
B.G. & Knocc Out
Dresta
Black Buddafly
Bo$$
Capleton
Capone
Capone-N-Noreaga
Case
Citty Slip-N-Slide
Comp

Just one tiny flash of flame can instantly ignite this gas pump.

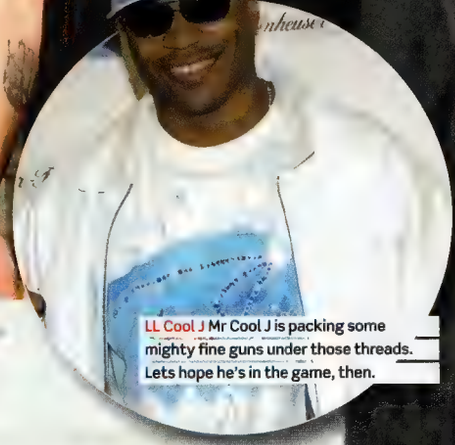
Pain in the gas

Not only can you ram your opponent's skull into anything here, you can also create a deadly ambush with the environment too. For example, lighting up the gas from the pumps will create a fiery wall, which adds another level of danger to your scrap. And look out for gas canisters that you can use to strike your opponent or detonate like bombs.

"Lighting the gas from the pumps will create a wall of flame. It's a new level of danger"

Cormega
Cru
Def Squad
DJ Clue
DJ Green Lantern
DJW
Dru Hill
DMX
EPMD
Fabolous
Fam-Lay
Foxy Brown
Freeway
Ft. Meyers
Funkmaster Flex
Ghostface Killah
Grafh
Cory Gunz
Hollis Crew
Hector 'El Bambino'
Immense
The Isley Brothers
Def Soul
Ron Isley
Ja Rule
Jayo Felony
Jay-Z
Jazzy Jay
Joe Budden
Montell Jordan
Juelz Santana
Patti LaBelle
Lady Sovereign
LL Cool J
Lloyd

Beastie Boys The ageing trio are still pumping out the hits for the Def Jam label. Pray they'll appear in-game.



LL Cool J Mr Cool J is packing some mighty fine guns under those threads. Lets hope he's in the game, then.

The history of Def Jam

How a record label redefined the world of hip hop

Def Jam is the creation of two men: Russell Simmons and Rick Rubin. The first record released on Def Jam was LL Cool J's I Need A Beat in 1984 and the label – whose prime directive was to bust large the upsurge of hip hop – was the only company brave enough to unleash the Beastie Boys. Their next single Rock Hard did indeed rock hard, along with Def Jam's first LP, LL Cool J's seminal Radio, released in 1985.

But success really caught hold of Def Jam with the album triple-whammy of Run DMC's Raising Hell, Beastie Boys' Licence to Ill and Cool J's,

Bad – with the label eventually being snapped up by Sony. The label continued to excel for years but n the early '90s however, all was not well. Rick Rubin left the label, and aggressive hip hop had lost its edge with the passing of NWA.

Def Jam was, however, saved from ruin by the incredible success of Warren G's Regulate... G Funk Era in 1994. These days Def Jam's hot stars include Christina Milian (pictured) and via a deal with Damon Dash's Roc-A-Fella Records they've bagged Jay-Z, who has gone on to become the world's number one hip hop star.

Austin Lollar
Lovher
Ludacris
Teairra Mari
MC Serch
Memphis Bleek
Method Man
Chrisette Michele
Christina Milian
MoKenStef
The Murderers
Keith Murray
Musiq
Nas
Ne-Yo
Nikki D.
N.O.R.E
112
Onyx
Original Concept
Oran 'Juice' Jones
Karina Pasian
Peedi Peedi
Playa
Plies
Public Enemy
Kelly Price
Redman
Rell
Rev Run
Richie Rich
Rihanna
Megan Rochell
The Roots
Rick Ross

Def Jam discography

The *Def Jam* series has been going from strength to strength. Let's see just how far it's come...

PSM2 36

Def Jam Vendetta

Verdict

"A very entertaining and technically sound chunk of wrestling action. Excellently put together and rounded off in style with a soundtrack from the featured rappers."

75%

PSM2 54

Def Jam Fight for New York

Verdict

"Sure it's heavy on the hip-hop tip but under its blinging exterior, it's a blood lettin' hardcore smash-'em-up that's going to bust your game-playing nuts. Its realism really feels peerless."

86%

PSM3 78

Def Jam Fight for New York: The Takeover

Verdict

"Instead of an elaborate story, you cut straight into dozens of fights, most of which last just long enough for your girlfriend to dry her hair. A must-have."

85%

Scarface	Shyne	**South Central Cartel**	Taz	**Utada**	Kanye West	**Young S Dub**
Sam Scarfo	**Sisqó**	Jimmy Spicer	**T La Rock**	Bobby Valentino	**Tim Westwood**	Young Jeezy
Erick Sermon	Sizzla	**The Suburban Boyz**	Troy Ave.	**Terri Walker**	Alyson Williams	**Young Gunz**
Shawnna	**Slayer**	334 Mobb	**Tru Life**	Warren G	**Nicole Wray**	Young Leek
Short Dawg	Slick Rick	**3rd Bass**	12 O'Clock	**WC**	Wes Fif	**Phew. That's it.**

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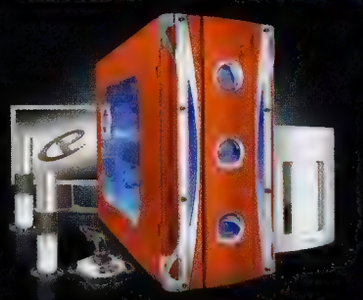

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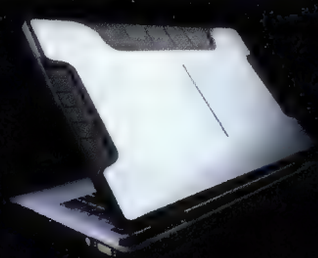

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Players 1-4 | **Genre** Action
FYI The second *GTA* semi-sequel

ON THE DISC
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GTA: Vice City Stories

Smaller. Bigger. Beautiful...

Daniel Dawkins

The camera swoops, the sun flares and, unexpectedly, we're face-to-face with Vic Vance - the star of *GTA: Vice City Stories* - a 28-year-old ex-soldier and brother of Lance, your wisecracking, backstabbing, partner from *GTA: Vice City*. We're looking at the PSP version for the first time, but as Vic carjacks an open top Stinger and roars down Ocean Drive to the opening chords of New Order's Blue Monday (Not confirmed for the soundtrack, but...) the same feelgood, neck-hair prickling, vibes come rushing back.

While *GTA3* was more focused, moody and groundbreaking; *GTA: San Andreas* more technically accomplished, epic and diverse, *Vice City*'s still our favourite *GTA* game. It's the vibe - the sheer trashy, pastel, sun-licked decadence of it all. *GTA: VCS* is set two years before the PS2 game, with a more industrial edge, but the chintzy, escapist feel remains.

The vice is right

After seeing two full missions - see 'Say Cheese' below- we're optimistic about *Vice City Stories*. Technically, it's a big leap over *GTA: LCS*, with diverse pedestrians (*LCS* suffered from 'clumping' - groups of identical characters), relatively impressive draw-distances (for PSP) and vibrant hues. The loading times between sections, like when crossing the bridge, are even faster than PS2. *GTA: VCS* might be an elegant retread of old turf - but it's no less welcome a holiday.

Bay Watch The textures are a bit fuzzy, but it suits the dreamy beachside vibe.

STUNTWORK

How a mission works

GTA: VCS's tasks are more complex. Here's the mission 'Say Cheese'...

Let's Vance Vic lands a job as a stuntman for a chocolates commercial, resulting in a multi-stage race against time, involving a variety of vehicles, terrain and stunts.

A-B, Ski The jet-ski is new to *GTA* and shows off the improved water physics, and foamy spray effects - you need to hit a series of insane stunt jumps and checkpoints to progress.

Bike for more Complete the water track, and the final task involves speeding through the city on a PCJ 600 hitting a series of twisting checkpoints. Tricky, if a bit familar.

EVOLUTION

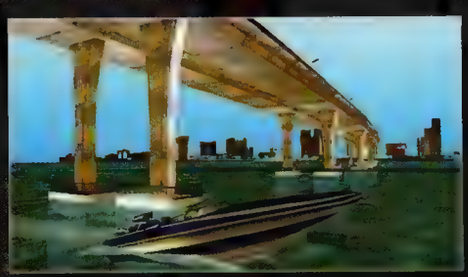
New to Vice City Stories

Choppers
You can fly helicopters for the first time on PSP, showing off the relatively impressive draw distance.

Swimming
Jet skis and powerboats play a major role, but you can always swim to safety if things go wrong.

Scenery
It's twice the size of *GTA: LCS*, with new trailer park and building site areas not seen in *GTA: Vice City*.

Soundtrack
It's *unconfirmed*, but expect '80s bands like Blondie, New Order and Depeche Mode.

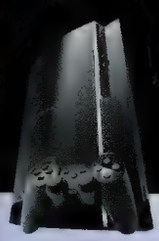


Wi-fi-ve O Expect Wi-fi multi-player battles, with new modes to be confirmed.

Uzi does... Weapons include shotguns, sniper rifles, bazookas and molotovs.

PSM3 Reckons
A graphical leap over *GTA: LCS*, with a new story and the promise of new game modes – deja vu is the only cloud on *Vice City Stories*' horizon.

ETA SEP 2006



PS3

Pub Codemasters | **Dev** Codemasters
Players 1-2, plus online | **Genre** Driving
FYI The PS3 debut for the *McRae* series

ON THE DISC
See even more stunning *McRae* screenshots

Colin McRae: DIRT

Meet Mr McRae's dirtiest and most realistic outing ever

David Miekleham

How different is developing *McRae* for PS3 rather than the familar old PS2?
Having the time and resources to create a truly next generation game has enabled us to really exploit the console. With PS2 we had reached the point where the games were compromising on features we really wanted to do because the technical limits of the console had been hit. With PS3, the opposite is true and we continually ask what else we can add.

Will you be exploiting the PS3 pad's tilt control in any way?

Cheers to Clive Moody, Senior Producer on *Colin McRae: DIRT*, for dishing the... er... dirt.

Like a large portion of the industry, we were surprised by the announcement of the tilt control abd we're still investigating ways to make the most of the technology.

Will we feel a difference in the way the vehicles handle, especially over different types of terrain?
The surfaces and terrain will give you a real sense of being part of the environment, so you'll spin out on wet tarmac more easily. Throughout the game you will be faced with crucial decisions. Should you fit your car with gravel tyres and lose vital time on the tarmac sections or do you take a chance and risk a race-ending spin on the loose stuff?

What can you tell us about the new vehicles?
The trucks will be a huge hit, mark my words. Imagine the tension and ferocity of racing a 900bhp truck up Pikes Peak knowing that one mistake could send you and a few tonnes of machinery plummeting over the edge. As well as the traditional point-to-point cars we'll have some brand new cars from other disciplines that the player can add to their garage, allowing them to enter ever more exciting events – like the Dakar-style desert races and licensed off road buggy championships.

What can you tell us about the new physics and damage systems?
The power of the PS3 allows us to recreate crumpling, bending, twisting and shattering to levels never before seen and this will extend to both car and environments. For example, car damage can range from a few simple scratches right up to writing the car off by literally wrapping it around a tree or other solid object. To really show this off, we will also be including some very special replay modes to let the player relive every single bone-jarring collision.

What cars?

We asked Clive-o about what new licensed motors there'd be in DIRT, but all he said was, "We are still collecting and finalising the full roster of cars for the game, but as you can already see, the variety is going to be wider and more amazing than ever." Pretty secretive huh?. However, the shots to the right give us a bit of a clue...

RIVALS

The PS3 rally race

Sega Rally
USP Classic arcade rallyer updated. And made worse
Mid 2007

Colin McRae: DIRT
USP The most diverse and realistic rally game on PS3.
Early 2007

Gran Turismo HD
USP Gran Turismo, but even more beautiful
Late 2007

Motor Storm
USP Rammed with cars and mud – but it'll never live up to that early trailer
November 23th

OUT NOW

The real thing

If there's one thing the *McRae* games are famed for, it's their realism, and this won't change. The cars are apparently set to handle even more realistically all thanks to the amazing friction and particle physics that will change how the car feels depending on whether you're on dirt, loose grit or balls-out airborne.

PSM3 Reckons

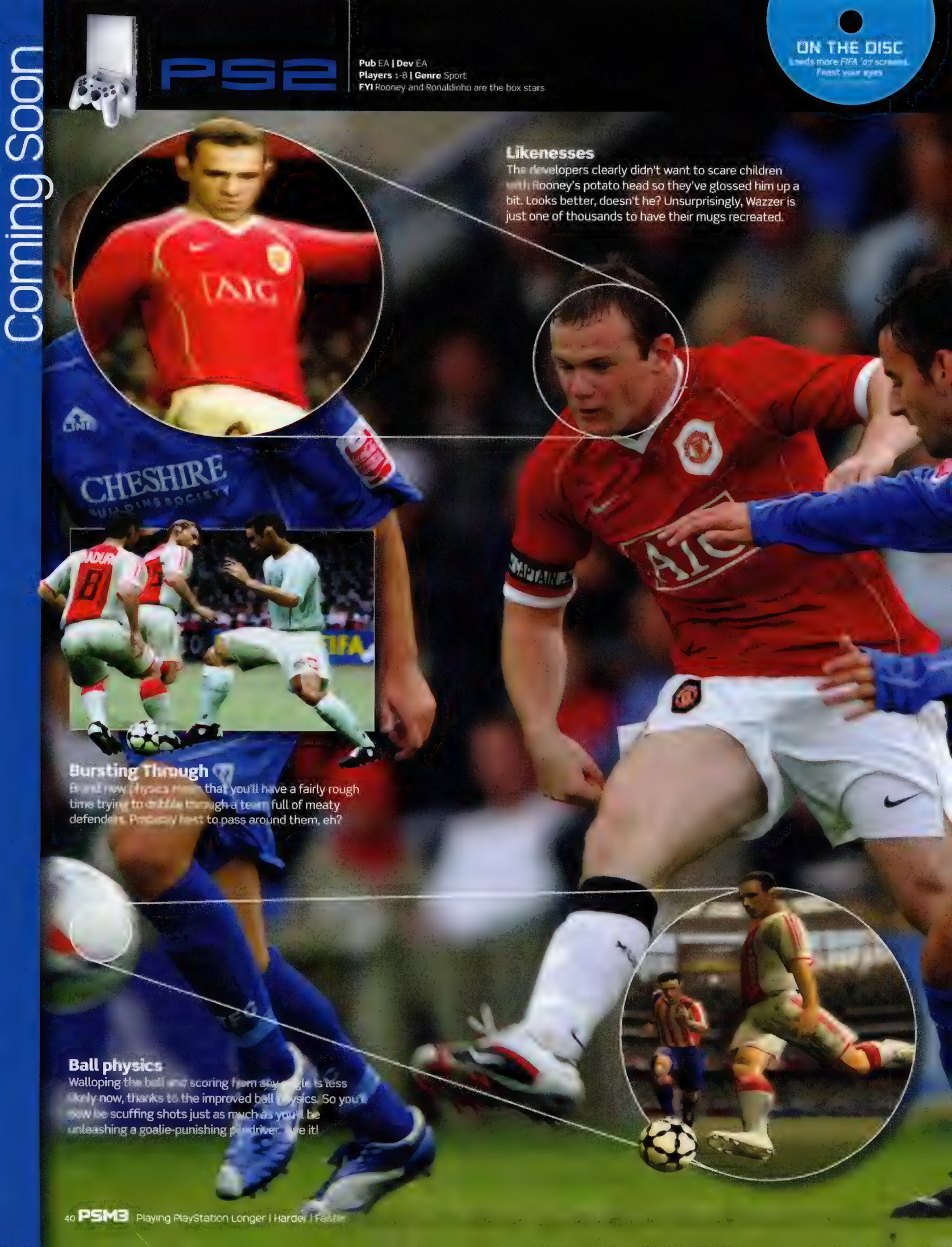
DIRT certainly looks the part, but so do its competitors. Still, *McRae* has an excellent pedigree, so this will probably be similarly fine.

ETA NOV 2006

PS2

Pub EA | **Dev** EA
Players 1-8 | **Genre** Sport
FYI Rooney and Ronaldinho are the box stars

ON THE DISC
Loads more *FIFA '07* screens. Feast your eyes



Likenesses

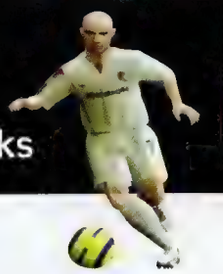
The developers clearly didn't want to scare children with Rooney's potato head so they've glossed him up a bit. Looks better, doesn't he? Unsurprisingly, Wazzer is just one of thousands to have their mugs recreated.

Bursting Through

Brand new physics mean that you'll have a fairly rough time trying to dribble through a team full of meaty defenders. Probably best to pass around them, eh?

Ball physics

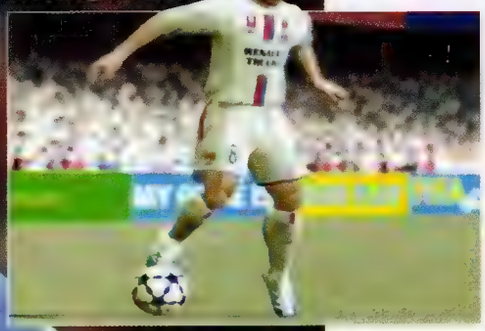
Walloping the ball and scoring from any angle is less likely now, thanks to the improved ball physics. So you'll now be scuffing shots just as much as you'll be unleashing a goalie-punishing piledriver. Love it!



FIFA '07

EA talk about keeping it real this season...

Nathan Irvine



Trick trick Star players from across the world now come with their own signature moves.

Gary Paterson, *FIFA 07*'s gameplay producer, explains what to expect from this season's kick-off.

This new *FIFA* certainly feels different to the last. What's that down to?
We've worked on the physics, which means there's more gameplay variety than ever before. The ball velocity has been changed to create less predictable shots and passes and the players now jostle physically with each other, so expect to see mid-air battles for the ball, resulting in one man being out-muscled for possession.

Excellent. So have you guys really been concentrating on improving the gameplay once again this season?
Absolutely. One of the biggest complaints was that all the players felt the same, but we think we've sorted that this year thanks to our work on the attributes – so now quick players like Ribery will be able to leave most defenders for dead with his pace. But the changes are fairly subtle, so you can't just sprint through the defences at will. We've certainly tried to steer clear of any gimmicky things this time around.

Can you tell us a little about the brand-new finesse shot in *FIFA '07*?
Basically you hold L2 while shooting and your player will shape up to accurately place the ball into the top or bottom corner. It's just a little something new for players to perfect.

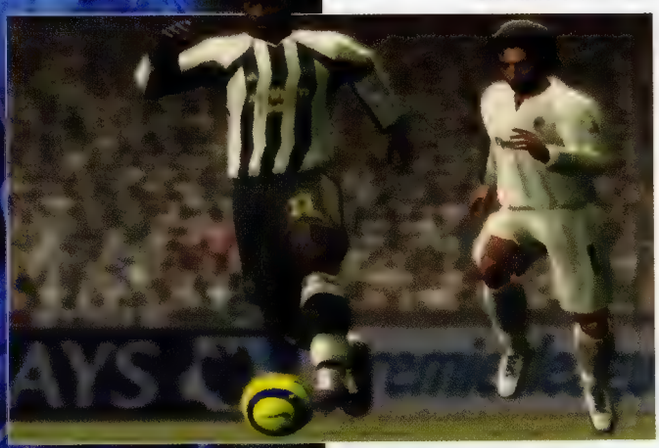
So it's a bit like taking a free kick – steadying your player before placing a shot?
Pretty much, yes. But the free kicks have also been tweaked to allow top, bottom and side spin to the shot. So it's a bit more intuitive than before.

Anything else added this year?
We're proud of the shooting and the way that you can't just score from anywhere now. We've also got the secondary save, which means goalies can now scramble to their feet to try and make another block. Also we've added more traits and tricks to the game's bigger personalities – Ronaldo, Ronaldinho and Joe Cole now have their own signature moves, for instance.

We noticed a 'podcast' option in the menu. What's that?
[Walks off hurriedly to ask an EA honcho whether it's OK to spill the beans] Erm... yes, it's all part of our interactive leagues [Premiership, German Bundesliga, French Ligue 1 and oddly, the Mexican Primera Division]. Everyone registers a favourite club and when you're playing, you represent your team. If you win then your chosen club will win three points and climb the interactive league. The podcast part will be rants from the community at first, but we hope there will be a better use for it developed eventually. But we're hoping that the online community really evolves because we've got the architecture to run a lag-free virtual game. Unlike *Pro Evo*.

You guys obviously play *Pro Evolution Soccer*. Is there anything you've tried to emulate about it?
I guess the variety is something we've wanted to recreate. Not just the shooting, but the build up play too. With the context-sensitive stuff in place it means there's a more realistic feel to the action. This year we're hoping that we can persuade *Pro Evolution Soccer* fans to come and give us a try.

Pace man Quicker players now have a disctinct advantage over slower ones. At last.



PSM3 Reckons

FIFA '07 certainly feels solid at the moment but we'll reserve judgement until we've played it until the final whistle. Promising, though.

PS2

Pub Square Enix | **Dev** Square Enix
Players 1 | **Genre** Action RPG
FYI Disney/Square Enix mash-up RPG

ON THE DISC
A bumper truck full of excellent PS2 screenshots

Kingdom Hearts 2

A quick guide to the *KH2* universe

Andy Kelly

1 Quick time commands

During boss fights, button prompts for attacks fly past. Hit them in time and you're presented with the most exciting, gorgeous special moves you've ever seen. Over and over again. And there are dozens of them. It's so exciting we could burst.

2 Change forms

You can combine your powers mid-fight with either Donald or Goofy, which transforms your character, Sora, into an uber-powerful keyblade warrior. These form changes let you strafe around enemies firing bursts of energy from your 'blade, or wield two of the suckers for double-damage slashes. Later in the game you can use Sora's ultimate form but we'd spoil the game if we told you more. All you need to know is that it's bloody amazing.

3 The ace shoot-'em-up minigame

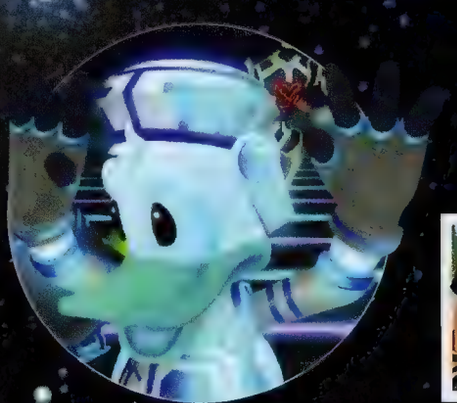
These bits were rubbish in the first game, but they've since been transformed into marvellous little asides to the main game, reminding us a lot of weird musical shooter *Rez*. And, like before, you can design and build your own little Gummi Ship.

4 Loads more characters

There are so many Disney and Square Enix characters in the game that we lost count after about an hour. You can summon up Chicken Little and Stitch to help you during battles, classic *Final Fantasy* characters like Vivi and Setzer make an appearance and they've even managed to get a lot of the original voice actors, including James Woods as Hercules' nemesis Hades and Haley Joel-Osment (now with a deep, broken voice) as Sora.

5 TRON is in it

Any '80s kids reading will remember TRON, the sparkly Disney virtual adventure. Well, there's an entire level based on it, featuring Donald Duck in a blue neon TRON computer suit.



PSM3 Reckons

We loved the Jap version, but actually understanding everything makes it even better. This will blow you away, even if you hate RPGs.

ETA SEP 2006

PS3

Pub Activision | **Dev** Lucasarts
Players 1 | **Genre** Action
FYI The future of Star Wars games

ON THE DISC
all those Star Wars shots and loads more besides

01 The cocky stormtroopers step up to a Jedi...

02 ... but he confuses them by flicking their helmets off.

Star Wars: Next-Gen

Feel the Force – and then use it to fling stormtroopers about

Andy Kelly

Released exclusively to starwars.com subscribers, this footage of an as-yet unnamed PlayStation 3 Star Wars game shows an ultra-powerful Jedi using the Force to defeat groups of stormtroopers and, most amazingly of all, destroy a TIE fighter as it flies towards him, lasers blazing. The trailer opens with the words "next generation pre-vis", which would indicate that it's pre-rendered – pre-visualization is a technique used by film directors to create digital storyboards of scenes before they're filmed. Nevertheless, it's an indication of things to come, and from the ideas on display here next-gen Star Wars will have a lot in common with telekinesis-heavy action games like *Psi-Ops* and *Second Sight*.

But who are the two Jedi featured? Seems that the dream of playing as Darth Vader will remain a dream. That said these Jedi are mighty powerful and could have probably won the Clone Wars single handed. Are they some kind of God among Jedi. Or souped-up mutants. Or *something else*?

Using the force

But tedious fanboy excitement aside, the prospect of using overblown physics and destructible levels to batter stormtroopers is irresistible. During the trailer a Jedi picks a group of them up and sends them careering across the room, destroying nearby objects in their wake. He also lifts one up and

03 But he destroys it with a huge Force attack. Impressive.

04 Disaster! A TIE fighter screeches towards him! Oh, no!

03 Another Jedi puts his lightsaber away....

04 ... and tosses troopers against the scenery like rag dolls.

jerks him up and down, whacking him against the floor repeatedly. Cruel, but exactly the kind of thing we'd get up to if we had Force powers.

Bizarrely, the other doesn't once use the lightsaber he's holding, but if you can't chuck it about with the Force in the finished game, we'll eat our Mandalorian battle helmets. As a teaser for the next wave of Star Wars games this makes us suitably eager to play, but the bad news is that we've been told that further game details won't be revealed until next year. One thing is sure though. When it breaks cover, we'll have it first.

PSM3 Reckons

Chucking TIE fighters around and slamming stormtroopers into walls is how the Force *should* be used. Things are looking good so far.

05 Then a blast of Force lightning. Is he on the Dark Side?

07 ...and then slams him against the ground.

06 Our man singles out a stormtrooper and torments him...

PSP

Pub Sony | **Dev** Guerrilla
Players 1-6 Wi-Fi | **Genre** Action strategy
FYI Top-notch FPS transformed to top-down action

ON THE DISC
See loads more *Killzone Liberation* shots now

Killzone Liberation

Liberate your chums from an evil top-down viewpoint

Nathan Irvine

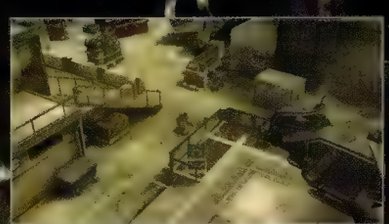
We're yet to be convinced that PSP can pull off a first-person shooter and it seems Guerrilla think the same. They've turned their excellent PS2 epic *Killzone* into a top-down *Baldur's Gate* affair – and, having played its ass off – it *sort of* works. *Liberation* is certainly action-packed – it's got Helghast cannon-fodder by the truckload, you can order your buddies about to assist you once you've freed them as hostages and there are even tanks to romp about in. But the view's restricted and it feels a claustrophobic at times. Still, there's an intriguing tactical game here, for now we'll [illegible] month.

QUOTE

Developer insight

"We were keen to ensure *Killzone Liberation* was totally unique and offered PSP owners a different experience. So this version has been developed from scratch."

Hermen Hulst
Guerrilla Managing Director



Kills-pwn Get together with a couple of buddies and then have a head-to head conflict over Wi-Fi.

C4 play There's a lot of blowing things to pieces. Whether it's gates or troops, they all fly skywards.

PSM3 Reckons

It's an interesting take on *Killzone*, but we're not entirely convinced that it'll blow us away. Check back next month to see if it's victorious.

ETA
OCT 2006

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Your words, your pictures, your videos...

Your Space

Start

48 Letters
Choice cuts from the PSM3 mail sack.

49 TXT PSM3
Send us a message from your mobile.

50 Robo-Mind
The robot is back and he's angrier than

51 MySpace
Our eight favourite readers this month.

52 Reader Critic
Disagree with our scores? You try it!

53 YouTube
The best videogamer videos around.

54 Challenge
Monthly challenges for hardcore gamers.

55 I Can Do This!
Your top gaming feats exposed.

55 Beat The Team
Can you beat Dan D and Nathan online?

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Letters To PSM3

Your letters and emails, sifted and printed

Brave new world

Do modern games scare the crap out of anyone else? It's the immense size of some of them that worries me. *Just Cause* for example; a single city the *entire size* of *GTA3!?* Taking *ten minutes* to go up a single coastline? This is madness. I like seeing all there is to see in my games. I'm not a perfectionist, must-complete-100% kind of fellow, but I like being able to familiarise myself with a game and get to know its map or level. I hate the idea that you

"Do new games scare the crap out of anyone else?"

have to keep pausing the game just to check where the hell you are and backtrack fifteen minutes just because you missed a turning or you've accidentally gone and fallen down a huge cliff.

San Andreas was, I feel, perfectly sized. Large enough to quench your thirst for exploration but not so large that it lost all meaning. If someone made a game with a map the same size as the world it would be pointless. Games should focus more on a smaller, more condensed space. Size isn't everything, you know.

I can't imagine how big PS3's games will be...
Nick Robinson, Hull

We do see the logic in your point about the size of games. Loads of developers think that by cramming their games full of stuff it increases their lifespan, but it always feels artificial – even Rockstar are guilty of it with their relentless ambulance/fire truck missions. But as a counterpoint, having so much to discover and collect stretches your £40 a lot further. Like everything in the world, the increased storage space of Blu-ray has good points and bad points and we're just going to have to live with modern games being as big (if not bigger) than the real world. And let's be honest – we will, happily. Maybe we'll even see *GTA: Universe*, in which CJ becomes an astronaut, exploring Mars and Pluto and poking around in Uranus. Stop laughing at the back.

Space invaders Rockstar set the benchmark for large environments with *San Andreas*, but as a game gets bigger, does it lose focus?

The hype machine

Something just occured to me. I don't know whether you guys have noticed it or not but amid all the hype, people are forgetting why they play games in the first place. We're gamers for different reasons – to relax, to escape reality, for that unrivalled sense of achievement or even as a job – but for many these days, it's more about possessing a console than playing on it. People buy the latest games to be part of the crowd and to share in the excitement of the hype, not because they truly enjoy playing them – and that makes me sad.
Oliver Steel, email

Sure there are people who only buy things 'cos they're the 'in' thing to have, but as long as proper gamers like yourself still buy and

"You What?"

The best thing about *Resi 4* is being able to shoot people in the knees. **Rory G, email**

Er, what about the sublime gameplay, amazing set-pieces and gorgeous graphics?

Stop reviewing import games because it makes me excited. **Knick Knack, email**

Well, if that's now you get your kicks...

I will never go online with PS3. There should be a cheaper version for people like me! **SGVK, email**

Poll Position

We ask. You Answer

This Month Which footie game is best? *Pro Evo* or *FIFA*?

Next Month Is the best *GTA* game *San Andreas*, *Vice City* or *GTA3*?

Vote via email. Send "SA", "VC" or "GTA3" to PSM3@futurenet.co.uk

enjoy PlayStation 3, all is well with the world. Chin up, Olly mate.

Myspace and time

Why do you have Myspace groups for PSM2 and PSM3? Which should I join? I'm very confused.

Michael James, Stafford

Join myspace.com/psm3, thanks. We're not updating the old group. Can all our friends from the first 'Space make friend requests at the new one, please? We'll be printing the best comments from Myspace on these pages starting from... right now!

New look

Got the new PSM3 mag in the post yesterday! I think the new layout is excellent and there seems to be more content than ever before. I'm pleased to see that you're now using card sleeves to package the disks instead of the big plastic cases – much more environmentally friendly and they take up a lot less space!

Andy, PSM3 Myspace

We're all about protecting the environment. That's why we never use deodorant. Harmful CFCs, see? We never take showers either, because we're keen to conserve water in these ever-warmer climes. Yes, we ditched the harmful plastic wallets in favour of nice cardboard ones. Made out of trees. Hmm...

In the design

I'm loving the new look PSM3. I'm glad to see there are more pages and the two discs really are great. But let's cut to the chase: I plan to answer the century old question which is – drum roll please – why does everyone like Milf?

Well, since the beginning of time Milf has lived a life of solitude, never ageing. But he was gifted with the power to design things – yet his talents went unnoticed. He invented the wheel but people laughed at his design and said it would never catch on. But then in the 21st century his time had come – he was recruited as a designer on a magazine called PSM2. From then on he went up and up, fooling the world with his PS3 design and making a PS3 logo that would be later used in some fancy conference.

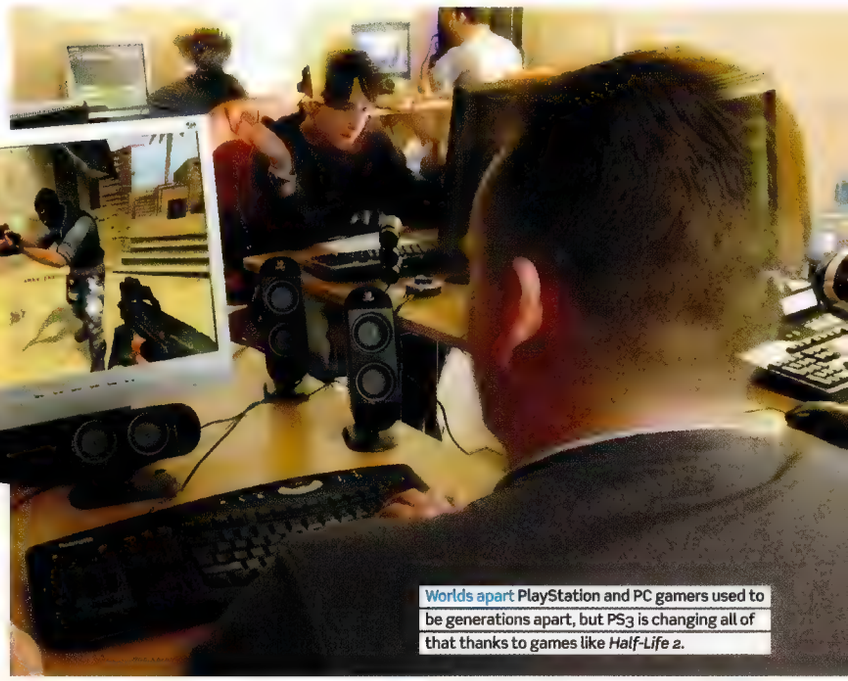
And that's why people like Milf. Also, it's because he has an odd name which must be an abbreviation of Margaret or something Greek like that, but mainly because he is awesome at designing. Also he looks a little sad and lonely so that helps his appeal.

Nathan, email

All praise gratefully received. Milf seems to be getting a cult following these days, resulting in worrying groups for Milf devotees cropping up on Myspace. Milf says "hi".

Criminal intent

I bought *GTA: Liberty City Stories* on PS2 about two weeks ago and it only took me only eight days to complete it 100% with my total play time clocking in at just over 26 hours. This, I find, is a bit of a disappointment. It took me nine months and about 300 hours to finish everything in *San Andreas*. OK, I already completed *LCS* on PSP last February, but still, I expected more. I hope that this isn't a sign of things to come in the *GTA* series. Bring back the 300-hour epics! The second thing is about the coverage of *LCS* on PSP. I counted that you guys ran 30 pages on *San Andreas* since the first screens were released, whereas you had only five on *Liberty City Stories* (a lot of them half-pages) since the first screens of that. Please give us a bit more info on *Vice*



Worlds apart PlayStation and PC gamers used to be generations apart, but PS3 is changing all of that thanks to games like *Half-Life 2*.

Good idea, but there won't be. Booo!

These days your review commentaries on the DVD aren't as funny as they used to be. Get some proper comedians or celebs to do them. **Jan Vincent, email**

Next month's review section will be hosted by Joe Pasquale, Justin Lee Collins and the fat blonde one from G4.

Dirty pretty thing

Dan D is so sexy! I want to do naughty things to him, then grab it his man boobs and lick him all over, never letting go! **Anon**

You're scaring us. Although Dan D *has* insisted we give him your number...

The drugs don't work

Is playing *Killer7* like drinking crystal meth in a Japanese mental asylum? **Norm**

Every day is like *Killer7* for us. Heads rolling around in washing machines, girls slashing their wrists to open doors, laughing monsters...

Love boat

Stop slagging Andy off just because he's gay! I am and I think he's SEXY AS HELL. **Anon**

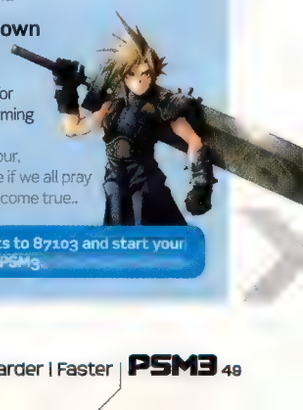
Andy stresses that he isn't gay at all, rather the butt of an unfortunate joke. Are you the same 'Anon' from earlier by any chance?

Haze of our lives

Is *Haze* worth buying even for people who hated the first *Half-Life*? **Parry**

They're both first-person shooters and they're both futuristic, so, er... maybe not. But do give it a chance, eh? It's going to be brilliant.

Final countdown

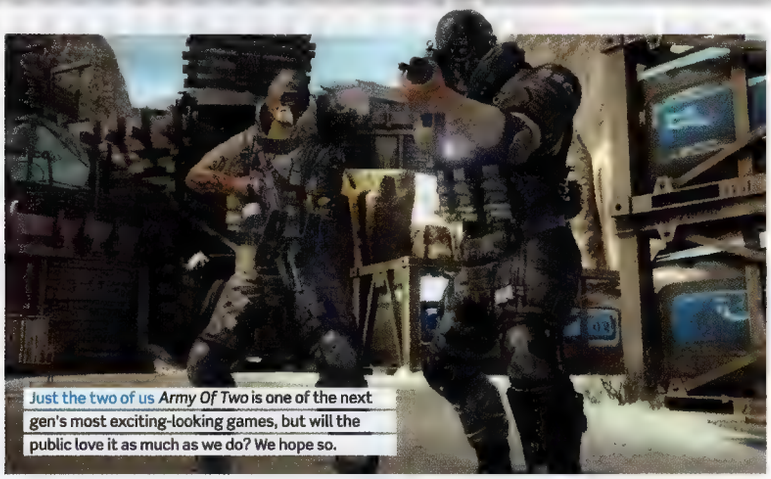


Is there still a *Final Fantasy VII* remake planned for PS3? When's it coming out? **Jak**

It was only a rumour, remember. Maybe if we all pray together it might come true..

Send your texts to 87103 and start your message with PSM3.

Your Space



Just the two of us *Army Of Two* is one of the next gen's most exciting-looking games, but will the public love it as much as we do? We hope so.

City Stories before that comes out.
Rory O'Shea, email

Liberty City was never going to be an epic on par with *San Andreas*. We knew this from the start, which is why we gave it less coverage. Would you *really* want to read 30 pages about what is essentially a re-tread of *GTA3*? Rest assured though, *GTA4* won't follow suit and we expect it won't be anything less than huge. Anyway, hope our preview of *VCS* on page 36 helps.

Army Of Woo-hoo!

I have to be honest and say I'm on the fence about next-gen – I was on the fence this-gen and ended up buying all three consoles. But with my parents cutting me off I have to make a choice... I was swaying towards a Wii/360 combo, as Crazy Ken seemed to be losing a few marbles. But after reading your mag and watching your DVD, I'm looking at PS3 in a new light.

Two things stood out for me. *Army Of Two*, which seems to be ambitious (hopefully it won't become a muddle of good ideas poorly put into place) and *Heavy Rain* – it seemed to show that the PS3's power will not only be used to kill things, but to bridge the gap between games and drama.

Oh, and kudos on the magazine.
MsnAdamMsnMsnCamMsnEtc, PSM3 Myspace

Army Of Two is certainly looking like one of the most promising games there is coming to PlayStation 3. If the AI is as good as EA claim, it should be phenomenal. And *Heavy Rain* – looks amazing, but let's wait and see how it progresses as an actual game, rather than a showreel for PlayStation 3's 'weeping physics'.

Eight in the hole

OMFG!!!!!!

You guys just rock! My mate told me that I had a picture in your magazine. I had a look, got to the letters page and saw that in your PSM3's Top Eight section there was a picture of ME!!!!!!!!!!

THAT IS SO COOL!

Your magazine absolutely rocks!
Gus Scott, PSM3 Myspace

Yeah, we thought you'd like the Top Eight bit. Keep an eye on next month to see which readers we'll be honouring then, We're entirely open to bribery, by the way. Send us some sweets.

Robo-Mind over matter

Hey PSM3, got the new mag yesterday – had a great laugh at some parts. Glad Robo-Mind is back, burst out laughing at him. Love the new DVD layout as well, looks much better than the PSM2 DVD design. Keep up the good work!
Adam Phantom, PSM3 Myspace

Thanks. Glad you like it. We're quite proud of it ourselves. You're not really a phantom, though, are you? Andy is only 12 and therefore scares easily.

If only...

Everyone would love to be a games reviewer. Get paid to play games, go to E3, Tokyo GS, diss the Xbox, have drunken nights out and pull girls with the fat pay cheque you receive!
Robert, PSM3 Myspace

Erm, yes. We're forever pulling models – like the lady to the left – with our 'huge' pay packets. Or not. Do you know what we're having for tea? Beans on toast. Oh, wait, we can't afford the bread. Just beans. Cold beans, in fact, because we couldn't pay the gas bill. Still, come and join us anyway! It'll be fun! Please bring food.

Ladies choice Apparently we earn so much money in this job, girls like this fall at our feet. This is news to Dave, at least.

Off-keyboard

I'm looking forward to PS3. I'm not that bothered about the price (have you seen the price of high end PC graphics cards?) and my only complaint is the controller. Not about the lack of rumble, but that PS3 has a controller at all. All Sony needed to do was stick a wired/wireless keyboard and

Techno Notice

The Robo-Mind answers your tedious technical questions

Dear Robo-Mind

Sony keep going on and on about how their PSP firmware upgrades let you use 'RSS' – what the *hell* is that, then? It sounds complicated, whatever it is.
Shaun Priat, Surrey

"Narrgh! You've just woken me up from my digi-nap you loathsome meatbag! I've been charging for all of *five minutes* and *already* you're asking me questions. Look, RSS – which stands for 'rich site summary' – is a way of looking at loads of different websites at once. For example, scanning the headlines on multiple news sites. Happy now, meatling? I'll never get back to hypersleep now. [breeeep]"

Dear Robo-Mind

Can I expect a massive graphical downfall when I plug my PS3 into a regular, non-HD telly?
Stephen Lough, Newcastle

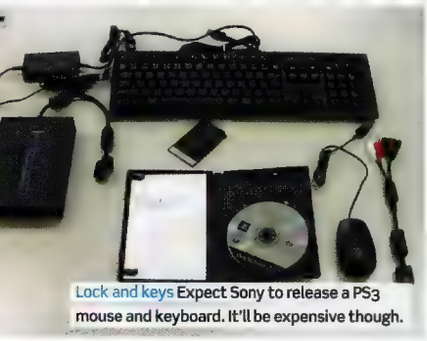
"You feeble organic. With your squishy bits and your high water content. How the constant sloshing doesn't drive you mad I have no idea. Your PS3's output won't be quite as sharp and lovely through a normal SCART input, but if I'm honest (which, unfortunately, I have to be because of my behaviour inhibitors), it'll be perfectly playable. HD is only for those who want to go the extra mile and see PS3 at it's very best. Be warned though, once your eyes have been tainted by its loveliness you'll never go back. Now stop bothering me. I've got diodes to tweak."

Dear Robo-Mind

Will I be able to play every single PlayStation 2 game I own on PlayStation 3? I don't want to have to sell any of them. I treasure my extensive games collection.
Paul Smith, Bristol

"SILENCE! Stop me if I'm wrong (actually, don't, because I'll probe you so hard, your face will cave in), but is it true that human beings expel gas that they find unpleasant? The mere thought of you *leaking* is making my cyber-nodes fizz. But I digress – I do, of course, have to answer your pitiful questions, or those PSM3 *swines* will deactivate me. All of your PlayStation 3 games will be backwards compatible, unlike Xbox 360 which only supports a select few. But despite that shortcoming, an Xbox 360 is still far more intelligent than YOU and your kind. Silence, meatlings"

Mark your queries 'Robo-Mind' and send them to: psm3@futurenet.co.uk



Lock and keys Expect Sony to release a PS3 mouse and keyboard. It'll be expensive though.

mouse in there and they could have tapped into that whole market of PC gamers that don't even touch games consoles, and who are willing to pay lots more than your standard 'casual gamer' to play games.

John, Bangor

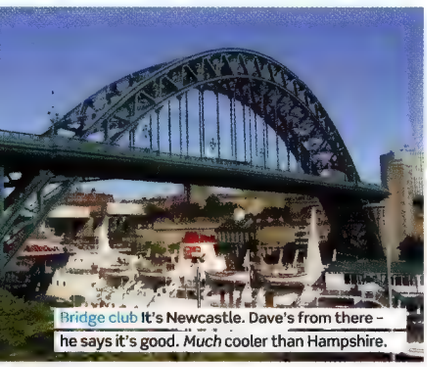
What, you mean people who'd spend £500 on a PS3, then a further £500 every two months on new graphics cards? But Sony are bound to announce a keyboard for PS3 eventually, so if you must have one, you'll be able to.

Quest intentions

Hey, I just saw my review of *Dragon Quest* in PSM3 – but you didn't include my name. You just put the Man With The Golden Eyeball! And I'm not from Newcastle! And I didn't like that you said I said, "When it comes to role-playing games, I'm the undisputed master." I NEVER said that. I'm not having a go, but I'd like to get this whole thing sorted because now at work people are calling me 'The Man With The Golden Eyeball'.

The Man With The Gol- sorry, Matt Harris, Newc- damn, sorry, Hampshire. Hey, what's wrong with Newcastle?

Yes, sorry about that. It was a 'clerical error'. Won't happen again. Or Andy will be ritually killed.



Bridge club It's Newcastle. Dave's from there – he says it's good. *Much* cooler than Hampshire.

"It only took me eight days to finish *Liberty City Stories!*"

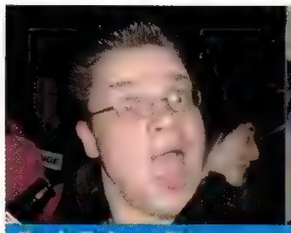
Rory O'Shea email

UK myspace a place for friends

Go to www.myspace.com/psm3 and join us

PSM3's Top Eight

MySpace readers who rock our world



Dark Enigma™

ABOUT HIM

"I like sleeping, partying hard, drinking, spending money, hanging out with my mates, wrestling, movies, food, politics and beautiful women! I am currently working in Dundee, but still partying hard! Looking for that special someone... hello ladies! People call me Batman, even though I don't really like him all that much. Hmmm!"

MUSIC

"My favourite bands are Metallica, Foo Fighters, Nickelback, Slipknot, Green Day, Soil, Drowning Pool and the mighty KISS." *[You're joking about Nickelback, right? - PSM3]*

WHY WE MADE HIM TOP 8

His unhealthy love of Milf, his relentless enthusiasm and the photo of him with Michelle Pfeiffer.

Steve-O the Pirate

ABOUT HIM

"I'm a pirate. Sworn to fun, loyal to none. I don't have a map, a ship or a crew, though. I like taking late night walks in graveyards."

MUSIC

"I love rock music with twiddling solos and loads of distortion. '80s cheese rock is cool too. I play guitar and hope to actually play live again some day. Came close to getting a band together, but it never happened."

WHY WE MADE HIM TOP 8

His sublime *Guitar Hero* skills and the bonkers animated gifs on his profile. Legend.

Teh Pwner

ABOUT HIM

"I'm John, Teh Pwner. If you don't know what 'pwn' is it's obvious you lack the cultural capital and you're a noob. I used to BMX and tried to play bass but I failed at both as I really wasnt determined enough. So I gave up on those hobbies and now I have a better one. I'm a gamer, which involves staying up until 4am, getting bloodshot eyes and pwning noobs. I also have a fit girlfriend so she keeps me occupied too, wink wink nudge!"

INTERESTS

"I like spaghetti westerns, pwning noobs, chess, outsmarting people and your mother." *[Hey! – PSM3]*

WHY WE MADE HIM TOP 8

We like pwning noobs, playing chess, and pwning noobs at chess.

Katie

ABOUT HER

"I'm Katie. I'm weird. My last name is a bird. I love the '90s, '80s and '70s and watching Adult Swim." *[American comedy channel that shows stuff like Futurama, it's not grot or anything – PSM3]*

INTERESTS

"Some of my favourite movies are Goodfellas, The Godfather and The Breakfast Club. Music-wise I like Panic! At The Disco, Daft Punk, Dane Cook and Greenday. Books? I read the fifth Harry Potter book, but it took me aaaaalll winter!"

WHY WE MADE HER TOP 8

We don't get many ker-azy Americans on our Myspace, and she's definitely our favourite.

Fat Tony

ABOUT HIM

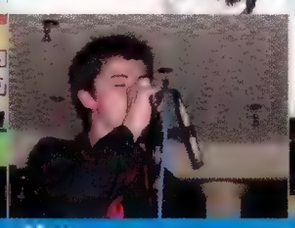
"I work at Nationwide during the day and as a mafia gang leader by night. I am 18 and live in Bletchley, which is a chav-infested dingy, smelly urinal of a society."

INTERESTS

"Computer games and the internet! I write reviews on a few websites and spend most of my time on my trusty PS2. I own a Mondeo and I love drinking fancy Red Bull cocktails."

WHY WE MADE HIM TOP 8

He listens to Kenny Rogers and he's so tall that he keeps bumping into lampshades. What's not to like?



Alex

ABOUT HIM

"My interests are playing guitar, hanging out with friends and band practice. I have a nice life. Fairly mediocre though. I love guitar, and play in a band called Dayseven. I don't like fake people and I have one weakness... but I'm not going to tell you what it is! Hah!"

MUSIC

"I like Blink 182, Queen, Bowling For Soup, MCR, KISS, *[You lot really love KISS... – PSM3]* Alkaline Trio, Iron Maiden, Ash, Sum 41, Yellowcard, Goldfinger, Thin Lizzy, Red Hot Chili Peppers, SOAD.

WHY WE MADE HIM TOP 8

Guitarists are cool by default. And we love KISS.

Keyran

ABOUT HIM

"I'm scared of spiders, seafood and death *[In that order? – PSM3]*. I like thunderstorms and skateboarding and I'd really like to visit Japan."

MOVIES

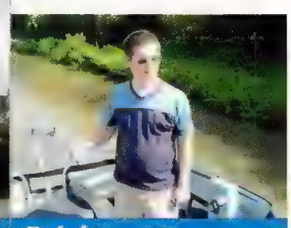
"Mainly horror. I like The Leprechaun, Scream, The Texas Chainsaw Massacre and Silent Hill. I also think FFVII: Advent Children is an awesome film!"

MUSIC

"The Undertones, Weird Al Yankovic, The Who, Hole, Pulp, Queen, Tiger Army and more."

WHY WE MADE HIM TOP 8

His skating skills. And we think Weird Al is pretty fly (for a Rabbi)...



Batch

ABOUT HIM

"I'm 20, live in Nuneaton and enjoying life to the full. I hate arguments and fighting."

BEST TIME OF HIS LIFE

"When I went to Ibiza in 2004!"

MUSIC

"My favourite bands are The Offspring, Queen, Kaiser Chiefs, The Killers, Franz Ferdinand and U2, but I hate soul music, emo and jazz." *[What? You don't like KISS? – PSM3]*

WHY WE MADE HIM TOP 8

He describes himself as "Three parts intelligence, one part humour and one part energy, served with ice." Cool.

You What?

Do you all sit in a big office together or do you work from home? What is the office like?
Pete Western, email
We do work in an office, but we sit isolated in sealed hyperbaric chambers, our minds connected with electrodes to form one all-powerful hive mind. Except Dave – he paces up and down and hits us with a stick.

The best *GTA* is the original 2D one because it was simple and retro games are better than new ones because they are...
Jessn, email
Sorry, we have to stop you there. Why? We just have to.

Have you ever been paintballing?
Carl Bryan, email
Are you asking us out on a date?

I've being spelling things wrongly, I think it's too much *Mortal Kombat*, but I don't think the medicine is to stop, because I can't.
Abdul Rahaman, Nigeria
The medicine definitely shouldn't stop.

ReaderCritic

Disagree with our reviews? Then show us how it's

Fun house Just look at this image. There's so much fun and love squeezed into it, it's making us cry.

LocoRoco

It's sunny, it's cheery and it made Liam Mills smile until his jaw ached

Reader Profile

Name Liam Mills
Location Suffolk
Fave games My top three are *Snake Eater*, *Hitman: Blood Money* and *GTA: Vice City*.
About me I enjoy the odd movie or three, play games most days and read. I'm lazy, basically.

This is one of those games that you just know will put a smile on your face as soon as you fire it up. The second it loads you're hit with a colourful screen, cheery music and singing from the small little fellas. From this point you realise you probably can't play this game in public – you'll look like an idiot because you're smiling so much your jaws ache. Nevertheless, you start the first level with the cheery music playing and you know that it's something very special indeed.

Simple minds

The gameplay is simple, using three buttons to control the landscape and your LocoRoco. The problem with the controls (at first) is that they might seem too simple to get to grips with. I found myself using the analogue stick as well as the right shoulder button trying to escape the evil Moja. Once you get the hang of it, though, it becomes second nature and you'll be hopping around without even thinking about it.

The game never gets difficult, and it's actually virtually impossible to fail a level, but it does occasionally get a little frustrating, like when you get right near the end of a level with 20 Locos and then a Moja bites one off – it's really quite horrific when they all scream and you see your little mate being eaten up. This lack of challenge doesn't mean it's a bad game, though. In fact it only enhances the experience, because *LocoRoco* is a pick-up-and-play puzzler that doesn't *need* to be challenging. It's the best game on PSP. Get it or you'll miss out on something special. **Liam Mills**

Reader Verdict

This is a near-perfect game, let down only by a few tiny niggles. Brilliant.

96

Mark your review 'ReaderCritic' and send to the usual address or email psm3@futurenet.co.uk

Driv3r

Tanner's third outing was gold to some, but musty old bum to others – like this guy

Grand Theft Auto was meant to take cover in a bunker when this game strolled into town, grenade launcher in hand. When it did, it tripped up over its shoe laces. Arse. The game is a load of old bollocks. Everything in this game has been done before and, get this, done better. *Grand Theft Auto*, though it is not my favourite game, does this sort of thing much better. *Driv3r* feels unfinished, is unenjoyable and it is extremely frustrating. One of the last missions made me a wreck of a human being and I slammed down the controller due to the shabby mission design. *Driv3r* was said to be the "ultimate game" and that "no other game could come close", but the actual truth is that it's awful. **Steven Beall**

44

Shadow Of The Colossus

Exciting, emotional and beautiful to look at, *Colossus* is one of PS2's finest games.

When I heard there were only 16 bosses and no other enemies to fight in *Colossus* I was very surprised and wondered how would they'd be able to pull it off. I was even more surprised when they DID pull if off and it turned out to be a very enjoyable game. I usually find games like this slow and boring, because I can be very impatient. However this one was different. It taught me to look at slower-paced games in a new way. Incredibly there's only one fault throughout the entire game – the camera can be really annoying sometimes. An amazing experience, overall. You really should get this game. **Daniel McGarry**

95

"Silent Hill 2 is a horror game that's original and disturbing"
Terrence Hook email

Silent Hill 2

The scariest game in the series and a benchmark for survival horror on PS2

This is one of the most chilling games I've ever played. There is so much atmosphere and the graphics are so realistic that after playing it, I was scared to go out in the dark. The story follows James, a man who visits the town of *Silent Hill* after receiving a letter from his wife. But the twist is... his wife is dead! But it gets more complicated than that, and there are loads more brilliant twists that you'll never expect. The combat is a bit clumsy and some of the guns are a bit crap, but this actually makes it scarier in some ways. There are so many memorable eerie moments, and the monster designs are weird and quite unsettling. A cracking horror game that's very original and very disturbing. **Terrence Hook**

89

PSM3 You were so wrong!

"This is a generic, unimaginative, tiresome FPS that deserves half the score you gave it."
Tom Parry-Jones

Urban Chaos

PSM 75 | Andy Kelly | 85%

"The riot shield is genius, and the amount of stuff going on makes it exciting. Top game, and good online."
Martin Tunstall

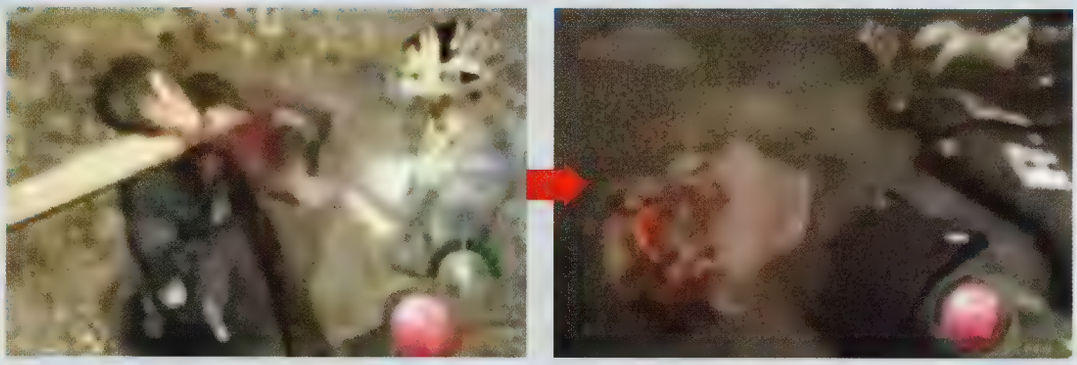
PSM3 You were so right!

Reader smooch

YouTube The Video Zone

Out there gamer vids from the cyberdepths

Resident Evil 4 theatre of death by TomoZeik



HORRID Watch wobbly-lipped as *Resi 4* hero Leon gets decapitated, stabbed, shot, melted and burned. These are eight grisly minutes of every death scene in the game, lovingly edited together by a perverted internet madman who probably feels a downstairs twitch every time he sees it. www.youtube.com/watch?v=Ken_priFBN8

MGS3 hand-drawn intro by tghomni

IDIOTIC Who needs millions of dollars and hundreds of talented developers when you've got some bloke with a black marker pen? This hand-drawn version of the *Snake Eater* intro has been lovingly drawn by someone with a lot of time on their hands. Time they *could've* spent kissing girls. www.youtube.com/watch?v=2QCNliUzTqE

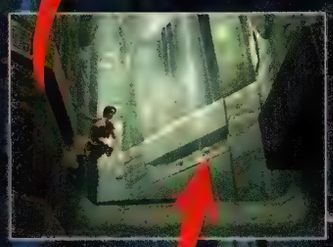
Prince Of Persia out-takes by cd27

JACKASS The Prince is having an off day... and we don't mean *The Two Thrones!* Watch as he bodges jumps, falls directly on his royal spuds and gets stabbed by a guard – who suddenly feels a bit bad and tries to comfort him. See, violence really does solve nothing. Remember that. www.youtube.com/watch?v=WCWExNOneCY

ON THE DISC
Are you a GTA fan? Check out our GTA PSP wallpapers
Extras | Videos

Reader Challenge

Pit your skills versus our fiendish test



DO THIS!

Tomb Raider Legend time trial: Mission 01, Bolivia

Finish a level in *Tomb Raider Legend* and you have the option of going back and playing it with a timer. We want you to do this with the game's first mission. How quickly can you get through it? It's all down to your mastery of Lara's acrobatic skills. Get recording!

Game Tomb Raider Legend Challenge Complete the first mission (Bolivia) in time trial mode and see how quickly you can get through it Deadline A strict September 11th

WIN THIS!

Courtesy of our good friends at Game.com, the top 10 games can be yours!

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HOW TO TAPE!

1. Plug your PS2 into the back of your video/DVD recorder. Choose the AV input channel on your video and you should see your PS2 on your TV.
2. Now just record away. Any tape or DVD welcome!
3. Write us a short letter explaining what's on your tape or disc. Don't forget to give us your name and address so we can reward you if you're a winner. And don't forget to include a pic of yourself – or email it to us at psm3@futurenet.co.uk, subject line 'PIC OF ME'.

LAST MONTH'S WINNER!

Congratulations go to **Alex Adkins** who, against all expectations, managed to finish the 'Death on the Mississippi' mission in *Hitman: Blood Money* without firing a single shot, all in a fabulous 11 minutes. You've shamed our feeble kill-skills and as a reward, we're sending you some lovely games. Well done, mister.

"All Sony needed to do was stick a keyboard in there"
John Bangor

Beat The Team

Think you're good at *PES5*? Take on PSM3 and find out...

"Greetings loyal fans. It's the debonair Dan D and loveable rogue Nathan here, fresh from dashing the hopes of (almost) all-comers on *PES5*. We got off on a terribly sticky wicket this month, but everything was soon tickety-boo. Fancy your chances? Find us on Friday September 8th at 2pm. Look for the PSM3 lobby. We'll send you a game IF you can beat us."

1 PSM3 (1) vs SuPeRSsToKeCiTy (2)
"We kicked off in a charitable mood, just to prove to the gathered ladies that we do have a softer side. Yet despite giving SuPeRsToKeCiTy countless opportunities to score more he only bagged two. No we're not upset that we lost. No. Not at all."

2 PSM3 (2) vs Neo2000 (0)
"This cad had earlier 'lost connection' after Berty Carlos rifled home a 40-yard freekick. Scared? Perhaps he was, but that left us in no mood for going easy on him. We set about Neo2000 with a couple of jolly good drives. That'll teach him for dropping out of a jolly good thrashing."

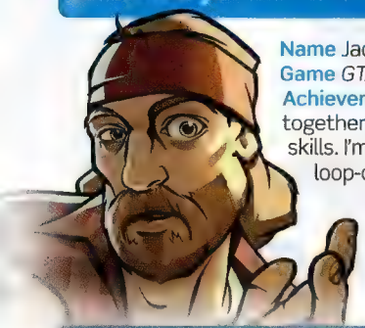
3 PSM3 (3) vs PretzelBear (2)
"PretzelBear thought roping in another chap would deter a beating. Strength in numbers, and all that. Big mistake. We even let them take a two goal lead before whipping them over with three of the best. Bring an army next time, you bounders. We didn't even break a sweat."

Final score PSM3United: 2 - You Lot: 1

"Two wins and a very generous loss. We won't be so forgiving next time, so until we meet again, practice!"

Look! I Can Do This!

Send us your amazing gaming feats and we'll send you some games



Name Jacob Mulholland-Helme
Game *GTA: San Andreas*
Achievement "I've decided to put together a video of my amazing flying skills. I'm particularly good at doing loop-de-loops in the crop duster and turning upside-down."

You can see Jacob's video, along with a collection of other stunts he's performed, on next month's DVD. Good effort, Jacob-o.

Load of crop Well done to Jacob. He must have been cream crackers (ho, ho... sorry) to attempt this, but he pulled it off. And all the crops are dusted. The corn is saved! Hurrah!

PSM3 Verdict

The flying school missions in *San Andreas* nearly killed us, but Jacob probably did them upside-down. A fine video of stunts, and some truly impressive flying skills. Send us more *San Andreas* stunts and we'll put them on the DVD. **81**

Video your moves, stick it in an envelope

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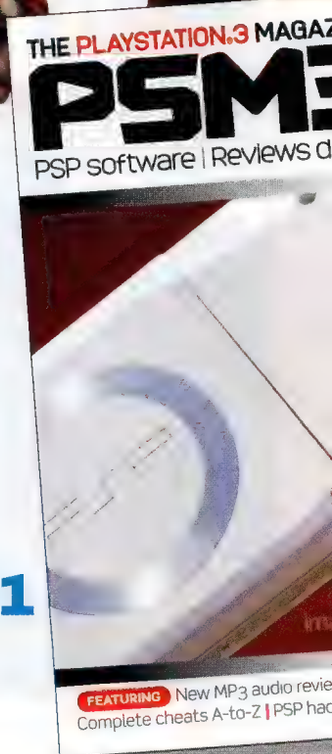

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PSM3 Reviews

Instant PlayStation justice

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"Bling is out, back tattoos are now in"

Yakuza page 70

PSM3 review scoring system

0-29
Rubbish
An absolute stinker and an insult to gaming. The makers should be ashamed.

30-49
Poor
Why did they do that? Some simple playtesting could have worked wonders.

50-69
All right
Hey it works, and we can see what they were trying to do. And that's about it.

70-84
Good
Worth playing, especially if you're a fan of the genre. It just lacks that touch of greatness. .

85-89
Superb
This is the sweet spot. If a game scores in this zone it's definitely worth your money.

90+
Amazing
You must get this. Failure to do so would mean missing out on a real console classic.

PSM3 BUY IT
The Award
If you see this, then you should buy that game.

The Team

Meet our regular reviews squad

Daniel Griffiths
Specialist in Driving, action/adventures and giving orders.
Playing *Tekken* PSP. "Because it's easily picked up. Like me."

Daniel Dawkins
Specialist in Extreme sports and being dwarfed by Tony Hawk.
Playing *Lego Star Wars 2*: "It stars small, plastic men. Like me."

Nathan Irvine
Specialist in Sports games and Cain Dingle's greasy, sweaty hair.
Playing *Battlefield 2*: "The men online are full of rage. Like me."

Andy Kelly
Specialist in Role-players, retro and 'alliances' with Snake models.
Playing *Prince Of Persia*: "He's a little bit effeminate. Like me."

David Cook
Specialist in Shooters, platformers and crisps.
Playing *Outrun 2006*: "Because it's pretty and shiny. Like me."

David Meikleham
Specialist in Work experience, tea making and dogsbodying.
Playing *Ape Academy 2*: "I love monkeys. Like ... Wait a minute."

Disagree with our reviews? Email your outraged rant to **psm3@futurenet.co.uk**

Pub Lucasarts | **Dev** Traveller's tales
Price £30 | **Release** September 11
Multi-player 1-2

ON THE DISC
Stacks more screens and art from *Lego Star Wars*

Lego Star Wars II: The Original Trilogy

It'll force-grip you by the throat and refuse to Lego

KNOW IT NOW

Every major set-piece?	☑
Super secret bonus levels?	☑
Customisable characters?	☑
Obi-Wan's voice from beyond?	☒

A long time ago (well last year, anyway) in an a galaxy close, close, to here, *Lego Star Wars* achieved the impossible – it managed to make Episodes I, II and III bearable to broken-hearted nerds. We're not sure if it was the cheeky irreverent humour, the laid back pace of the gaming or just the fact that it would let you happily spend an hour or two repeatedly kicking JarJar's face off, but either way it applied industrial strength Nurofen to the root cause of prequel pain.

Easily the best thing about it, however, was the hidden bonus level in which you stalked the corridors of the Blockade Runner as Darth Vader; something that left fans salivating for a sequel set in the original Trilogy universe. Luckily, they didn't have long to wait;

Stud master Obi Wan jealously guards his shiny Lego bits from those pesky Tuskan raiders. On bonus levels you'll have to collect 1,000,000 of 'em.

PSM3 BUY IT

"Spend
an hour
kicking
Jar Jar's
face off"

Building blocks

Rubik's Force Powers

How to puzzle your way through Mos Eisley...

Darth Invaded Playing as Darth himself we're stuck in a large area full of rogue 'troopers. What are we going to do now?

Gold droids can't jump First we'll make this little ramp so that 3PO can waddle his fat arse up on the ledge to operate that switch.

Bricks and mortar There's a load of bricks inside, just waiting to be made into... Hey! The head of a Scout Walker.

Leg, steal or borrow Use R2D2 to open this door, then use your force powers to form the second leg...

Getting your Lego leg over Using your whizzy force powers, raise a leg from the ground, and stick it on the foot.

Feet of strength Blast these bins to get a large pair of feet. What could they be for, we wonder.

Chest a minute Build the torso using your bare hands, then use mystic powers to force lift it onto the legs.

Head's up Now just add the head and we can leap right in! Let's get ready to kick some ass.

Seek and destroy Now we can blast away the barrier and mash the crap out of the baddies beyond. Die, DIE!! MWAHAHAHAAAA!

Lego Star Wars II has managed to deliver on that promise in spades.

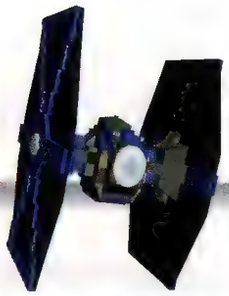
The next episode

Like the last game, *LSW2* starts in a hub world, and this time it's based around the familiar but dingy surroundings of the Mos Eisly cantina. From here you can access episodes IV, V, and VI, although the second two episodes are locked until you've finished the first level of Episode IV. The cantina's a little empty at the start, but as you progress through the game it fills up with the characters you've unlocked. You can actually have a lot of fun watching them merrily attacking each other, and seeing Princess Leia bitch-slap Boba Fett's head clean off will never get old. You can also check out any vehicles you've made here and create new characters in the character generator.

The story mode initially plays just like *LSW* – laugh at the sweet cut-scenes then frantically run around shooting things, hot-swapping between characters to solve puzzles and building objects to assist you on your way. Appearances can be deceptive though, and as you play through you'll notice that the gameplay's been tweaked to within an inch of its life. Almost everything around you can be manipulated, smashed or ridden, and being able to simply leap on passing vehicles (or even animals, in the case of the Tuskan Raider's Banthas) will make you giggle like an Ewok. Character swapping is now essential to progression, and you'll

Lego Star Wars 2

"The creation aspect has been improved. What will you build?"



That was too close... Fulfil your childhood dreams by destroying the Death Star II in the Falcon.

Armless fun His friend doesn't like you. He doesn't like you. Teach him some manners, Jedi style.

need to change bodies far more frequently in order to use their different skills. Droids operate machinery, rebels have a grappling hook, Jedis can use the force and certain doors can only be opened by Stormtroopers or bounty hunters. The characters are bursting with personality, and each has a little signature move (Chewie pulls off the arms of attackers, Lando kisses the hands of female characters, C3-PO looses limbs with a frightening regularity, Han has a cheeky wink and Leia... well, Leia has a suspiciously manly voice). The construction aspect has also been greatly improved since last time, and it's here where the Lego part of the license makes its presence known. Building isn't restricted to characters with force powers any more and most will happily drop to their knees to throw a few blocks together. You never know what object you'll create until it's finished, and half the fun is seeing whether you've created something useful or something pointless but amusing. In the first game you were mainly building switches and blocks to push around. Now you'll find yourself constructing large vehicles that you can actually pilot, and the thrill of clicking together your own Scout Walker and then using it to stomp the crap out of Stormtroopers is a game highlight.

Make a man

Pimp my Jedi

How to create your own Star Wars character

Head Pick any of the characters from the game or go for something a little more generic. It's gotta be Darth, though.

Weapon Extremely important, as your weapon determines what skills your character will have in the game. Lightsaber? Or just a massive gun?

Chest The torsos make a statement. Perhaps none more than Princess Leia's smokin' chain mail bikini.

Arms and hands, legs and feet Colour co-ordinate them so they go with the rest of your outfit. Or don't, and look like a div. We don't care!

How many? There are over 50 loving rendered characters from the Original trilogy to unlock and play with. What's more, if you have a save from the first *LSW* on your memory card, you can unlock another 50. That's a whole lotta Lego right there, Padawan.

Fave Feature

"Force-choking your mate to death"

The X-Wing Factor

The purely vehicular levels have also had a sprinkle of makeover magic. In the first game, these were basic on-rail shooters which, though fun, were fairly basic. Now vehicle levels are fully free-roaming, giving you the freedom to zoom around (often at terrifying speeds) to your heart's content. It's a good thing too, as it's hard to imagine how much fun crippling the legs of AT-AT's with a tow cable would have been otherwise. Destroying a big target like a Star Destroyer or reactor usually requires a photon topedo or bomb, which floats behind you once you've grabbed it from a nearby generator. It's a slightly strange idea though and seems to be there to add a bit of to-ing and fro-ing to stretch out the levels. Likewise, the areas where you have to defeat a checklist of enemies before you're allowed to progress. The trade off for all this extra freedom is that the action is now seen in a pseudo-isometric top-down view, meaning that the thrills are far

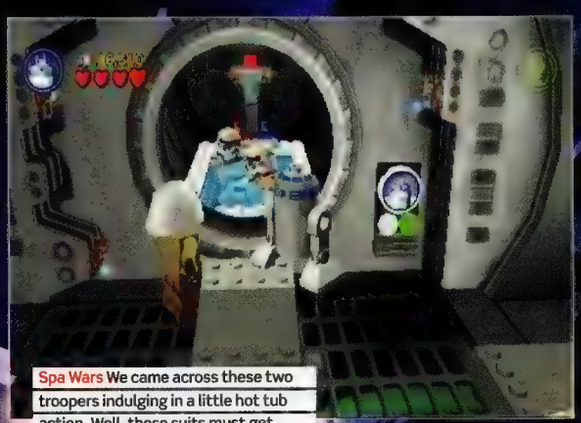
Highlights

May the farce be with you

Lego Star Wars II is full of quality gaggery. Here are a few faves

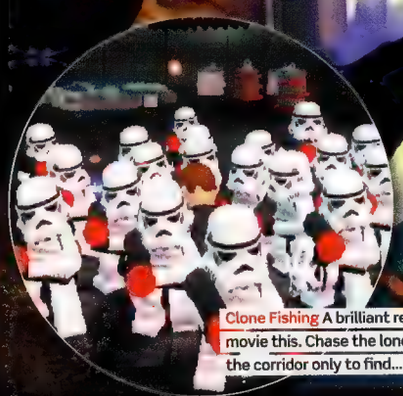
A shot in the pills After discovering the real identity of his father, Luke gets smacked in the spuds by an unfortunately placed antenna.

Dusty Bin Can't get your R2 unit to accept the Death Star plans? No problem, just flip open his head and chuck them inside.



Spa Wars We came across these two troopers indulging in a little hot tub action. Well, those suits must get pretty sweaty.

Stop hitting yourself As our heroes blast out of Mos Eisley, this Stormtrooper gets a noogie from his mate.



Clone Fishing A brilliant recreation from the movie this. Chase the lone Stormtrooper down the corridor only to find... well, you know.

Packing his trunk An imperial spy ends up on the wrong end of a Rebel spear when he attempts to gatecrash the medal-giving ceremony.

Lego Star Wars 2

"It mightn't look much, but *Lego Star Wars 2* has it where it counts."

Something for the animal lovers Giant smelly bantha beasts can be ridden to within an inch of their lives.

Going Solo You can finally play as the only man ever to look super cool in a waistcoat. His wookie life partner is just out of shot, moaning his head off.

You hoo! 3PO welcomes his new Jawa masters with a limp-wristed wave.

less immediate than before. It's mainly not a problem (the escape from the core of the Death Star II in the Millennium Falcon is awesome) but for some levels – the trench run for example – you really want to be in the sweaty cockpit, hearing Obi-Wan's ghostly squeaks egging you on, rather than looking down on a tiny X-wing from above.

Although the Story mode in *Lego Star Wars II* is longer than it's predecessor, clocking in at around 10 hours or so, it's still not exactly epic in length. Luckily, said Story mode only accounts for roughly 40% of the game and there's still a Star Destroyer's worth of fun to be had from it.

In order to fully complete the game, for instance, you'll need to find the 10 mini-kit pieces from each level, all of the hidden gold and red bricks, unlock all 100 characters, get a Jedi ranking on every level (achieved by collecting a certain amount of studs), and complete the nine bonus levels (not forgetting the additional super-secret level). A lot of care has been put into these objectives to actually make them worth completing. In the first game, completed mini-kits could only be admired in the hub level. Now you can actually fly them around the bonus levels too. In order to actually get all the mini-kits, you'll have to play through completed levels in free play mode, which allows you to take any character into the level, enabling you to unlock previously hidden areas. Some of these areas are huge and they're full of great gags; we especially enjoyed finding the secret console that opened the airlocks on the Blockade Runner, laughing like maniacs as Stormtroopers in Y-fronts were sucked into space.

All this collecting may sound tiresome, but it's actually great fun, especially with a friend. The Co-op mode from the first game has been carried over and the camera has been dramatically improved. Before, you'd often get pulled along by the other player, but now the camera zooms out a bit to give you more freedom to work as a team – although this 'teamwork' aspect usually descends into bellowing swear words at each other across the room. And as you have infinite lives in all modes of the game, you never need to worry about 'accidentally' taking off your Padawan learner's idiot head with an ill-timed swish of your lightsaber.

Feeling puzzled

For everything that it gets right, *Lego Star Wars II* does have a Dark Side. It's certainly a good thing that the puzzles have been ramped up in difficulty and intricacy for this sequel, but sometimes their solutions can be a little too obtuse and you can end up pointlessly backtracking through the levels in case you missed something or fruitlessly attempting to solve puzzles that can only be completed in Free Play mode. Also, while the Story modes for Episodes IV and V are a pleasure to play through, the sprawling Return Of The Jedi levels lack a certain magic (like the film that inspired them). The speeder bike level in particular feels flat and repetitive. Nonetheless, *Lego Star Wars II* is still the Gold Leader for Star Wars games on PS2 – plenty of challenge, every major set piece (plus a few new ones) from Episodes IV,V, and VI, vehicles to try out, harder puzzles, almost endless replayability (it'll take a *very* long time to unlock everything), an improved co-op mode and, perhaps most importantly, it's full of good old-fashioned fun. Sure the stormtroopers may be a little short and it might not look like much, but it's got it where it counts, kid. Now let's blow this thing and go home.

Jon Hamblin

TIE rack

Collect enough studs and buy a TIE fighter from the nice man at the Mos Eisley bar. Go to Episode IV and enter level six in free play mode. Select the TIE! Now you can fly around the surface of the Death Star blasting everyone.

PSM3 Verdict

***Lego Star Wars II* contains...**

Wookies | Clip on hair | Fearless Jedis THAT gold bikini | Bloody Ewoks!

Overall A force to be reckoned with, *Lego Star Wars 2* is cute, funny, and hardcore, just like us.

91

Pub Sony | **Dev** Sony
Price £35 | **Release** September 1
Multi-player 1-5

ON THE DISC
Stick a mate. Gangs Of London

In depth

Ganglands

A quickfire look at all the game's criminal gangs

Morris Kane Firm Old-fashioned cockney crew, run by hard man Morris Kane. Nice line in brown motors.

Steele Associates Not playable, but you get to shoot them dead. Run by businessman Andy Steele.

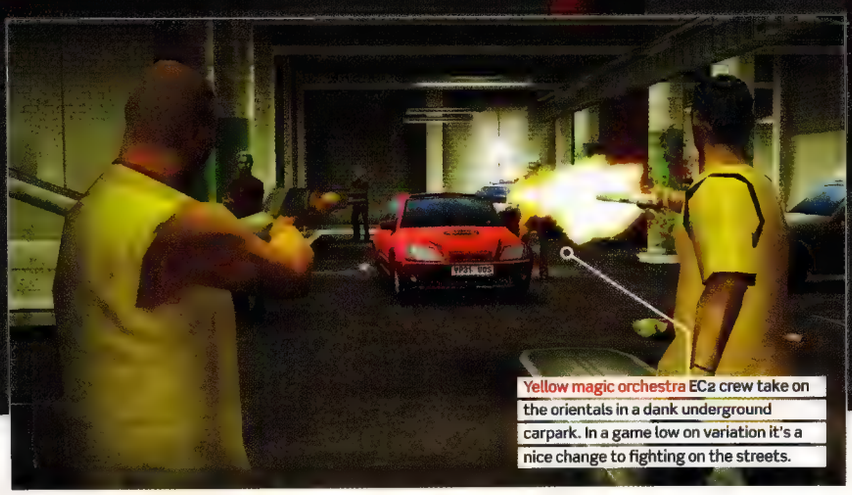
EC2 Crew The hardest Yardie gang in London town, famed for their fearlessness and yellow sweaters.

Talwar Brothers Young Asian gang. Talwar is a type of sword from India. They prefer guns, though.

Water Dragon Triad Powerful Triad faction. All their members have peroxide-blonde hair. Odd.

Zakharov Organisation Hugely violent Russian gang with the worst car in the game – a puce banger.

"A network of betrayal, batterings and bloody endings"



Yellow magic orchestra EC2 crew take on the orientals in a dank underground carpark. In a game low on variation it's a nice change to fighting on the streets.

Gangs of London

You're a big game, but you're out of shape

KNOW IT NOW

Littered with naughty swear words?	☑
Pass-the-PSP multi-player game?	☑
Option to go down the pub?	☑
Different enough to The Getaway?	☒

From the moment its grimy intro kicks off, *Gangs Of London* lets you know exactly where you are – the seedy, seething underbelly of our capital. For all those who've played the game's PS2 predecessor *The Getaway*, this'll sound like familiar territory, but there have been some changes. Where *The Getaway* and its direct sequel held your hand and led you down the narrative straight and narrow – the game progressing along one central story arc – *Gangs Of London* takes a step back and presents you with the bigger picture, a criss-crossing network of interrelated batterings, betrayals and bloody endings.

Or that's the idea, anyway. It sounds good and, thanks to the game's Sin City and *Max Payne*-influenced comic book cut-scenes, it looks even better. In practice, though, *Gangs* hasn't really moved on very far from *The Getaway* at all, and suffers from many of the same problems.

The central tale of underworld attrition is broken down into four playable modes – Story, Free-roaming, Gangland and The Pub. Story mode is the main event, a straightforward conquering march through London's backstreets with you controlling your selected faction. A snapshot selection screen featuring a line-up of each gang's vital statistics – what weapons they use, mainly – guides you through your choice, before you're presented with a map of London showing the territories of each of the six rival crews. From here, you undertake various missions to seize control

Minigames

Let's hit the pub

Because even hardened gangsters need to relax

Darts The world's dullest spectator sport comes into its own here, largely thanks to a chirpy geezer who shouts out the scores.

Arcade Actually a really, really slow version of snake. Makes us deeply, deeply grateful that the art of videogames has moved on.

Pool Both US and UK varieties on offer. If only the tips were hanging by a thread and the chalk was nicked it'd be the perfect simulation.

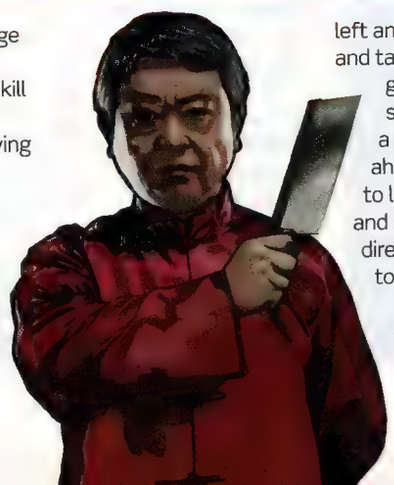
Skittles The cockney local experience wouldn't be complete without a round of skittles. If you don't know, it's like bowling, but rubbish.

of enemy areas, climaxing with assaults on their headquarters, during which you can wipe them off the board.

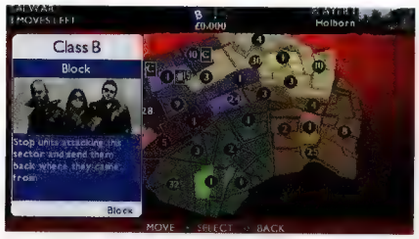
Despite the assorted objective headings given to your missions – escape, deliver, protect, defeat – they all boil down to two basic gameplay variations: on-foot and in-car. The on-foot stuff takes the familiar form of a third-person shooter – familiar not only because of the healthy population of third-person crime titles out there, but, unfortunately also because of the samey and limited nature of what you're asked to do. Mission goals are restricted to 'charge in and kill some guys', 'sneak in and kill some guys', or 'defend somewhere and kill some guys'. Predictably, the charm of these simple tasks wears off soon, leaving you with a repetitive workload.

Out of control

Haphazard controls don't help the situation. Suffering from the PSP's lack of a second analogue stick, *Gangs* has the D-pad shift you forward and backward and to look left and right. With accuracy of movement and targeting crucial to shooting games in general, and especially those with stealth elements, this turns out to be a big problem. You end up scuttling ahead with no peripheral vision – unable to look to either side without physically, and slowly, turning to face in that direction – and taking blind right-angles to square up to your opponent.



Strafing, activated by holding L1 and pressing → or ←, does help, and is best used for popping in and out



Taking A Big Risk This is the inexplicably playable territorial mini-game, complete with pretty colours.

of doorways to fire off a few rounds. But the controls mean that it's still impossible to turn and strafe at the same time, so you can't adjust your position to circle around your target. To anyone accustomed to the smoother system which a DualShock affords, this will feel sluggish and clumsy.

Inevitably, there's a knock-on effect on the combat. Like we say, aiming and tracking enemies isn't a barrel of laughs, although there is an auto-aim feature – hold R1 to draw your weapon, ⊗ to fire – which smoothes things over a little. It can't help with the hand-to-hand fighting, though, which displays a lack of depth and imagination. There are three main types of attack here – fatal stealth strikes, standard pounding and grappling. Consistent with the rest of *Gangs'* stealth elements, the sneak kills are an ungainly pain. The patchy controls make creeping up to a guard's exposed back a hit-and-miss affair (although helpfully they're often found paying *really* close attention to the wallpaper), and all too often when you get there the angle will be slightly off, so when you pounce you'll break stealth and raise the alarm. The standard, unstealthy attacks are unvaried and (as it turns out) pointless, as it's far easier to grab your opponent by pressing △ and administer a killing blow with some frantic taps on the ○. Helpfully, though, if you're fighting numerous enemies, the ones you're not currently grappling will often patiently wait their turn while you off their mate.

We Fought The Law The cops show up at the most awkward times possible to get in your way. Luckily, their body armour is like paper.

You drive me crazy

Happily, the driving bits fare rather better. Not that there's much more variation in the missions, mind, with each one asking you to either drive to a particular location or lose a tail. But the driving *itself* is a success. Heavier to handle and a little slower than, say, *GTA*'s, the cars in *Gangs* require concentration and neat brake-work for the best results. Cornering can be a right sod, especially if you're used to *GTA*'s magic handbrake, and you may have to experiment a little to get used to it.

The other modes aren't much more than a distraction. Free-roaming opens the whole city up for you to explore, with the option of attempting various non story-related missions at the same time. A couple of these are ace – in particular sly zombie flick reference Four Weeks Later – but you're still left wondering why *Gangs* can't combine this with its narrative mission thread, like *Liberty City Stories*. On the other hand, Gangland is a pleasant surprise. A turn-based territorial strategy game which takes place on the same London map used to plot out your progress in story mode, Gangland is simple, but addictive like the devil's own crack.

Same old story **It's a shame that the mission threads for all five gangs are the same, so once you've played through the game once you've seen it all.**

Fun though they are, though, these side-games are too insubstantial to make an impact on how *Gangs Of London* plays. You're still left with a stylish title, but one that falls down on its unimpressive controls and repetition. Damn it. **Nathan Ditum**

Fave Feature

"The 28 Days Later-style zombie game is a genius addition"

PSM3 Verdict

***Gangs Of London* contains...**

Lots of running sideways | Repetitive mission objectives | Ace comic-strip story inserts

Overall Different gangs and new cut-scenes – but it could've been so much better. A bleedin' shame.

68

PS2

Pub Sega | **Dev** Sega
Price £30 | **Release** September 15
Multi-player None

ON THE DISC
For loads more *Yakuza* screenshots, check out

Cool Move
The public gather to watch Kazuma kick the salt out of a few small-time street thugs. It looks like he's outnumbered but, somewhat ridiculously, he spots a plank of wood five times his size propped up against a wall, grabs it and sweeps it across the ground, flooring the goons. Improvisation is key to winning Yakuza's numerous multi-man battle scenes. That, and pure, raw violence.

Yakuza

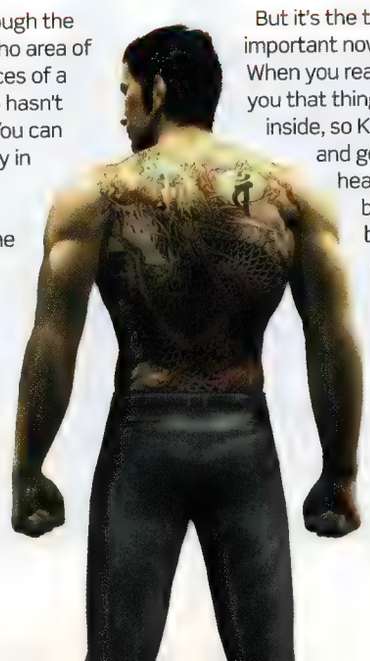
Gangsters, far East-style. Like the Godfather but with extra red chillies

KNOW IT NOW

Utterly brutal gang violence?	☑
Makeshift melee weapons?	☑
More realistic than *Grand Theft Auto?*	☑
Better than *Grand Theft Auto?*	☒

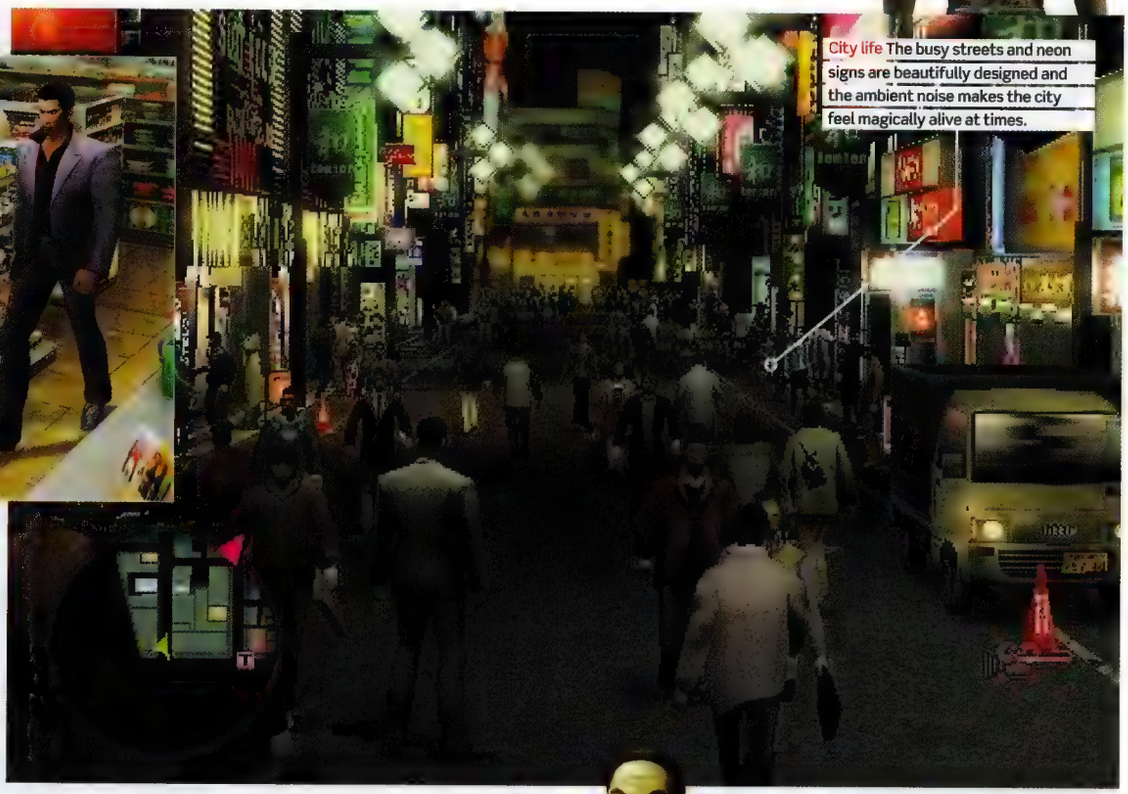
There's a surprising amount of truth to Sega's portrayal of the Yakuza. Unlike other gangs you may be familiar with – the Mafia, the Triads and so on – the Yakuza are a semi-legitimate organisation who, for the most part, are left to their own devices by the police. This means they can strut around the seedier districts of Tokyo in garish coloured suits, harass local businesses and proudly display their affiliation with the clan. The rituals, style, habits and misdeeds of the gang have been lovingly recreated in *Yakuza* and it's as close as you'll get to 'being' one, unless you fancy flying to Japan, covering your back in elaborate tattoos, buying a lime green suit and making the local noodle bar pay you protection money.

The game opens with a simple debt collection. Main character Kazuma and his partner Shinji stroll through the crime-infested Kabukicho area of Tokyo towards the offices of a local businessman who hasn't been paying his dues. You can wander through the city in real-time and there's a surprising amount of depth and realism to the unfolding world, with plenty of buildings to explore. You can visit the Pachinko hall for a spot of gambling (a surprisingly well-rounded mini-game in its own right) or buy a club sandwich from the supermarket to restore your health.



But it's the task at hand that's important now – collecting that debt. When you reach the offices Shinji warns you that things might get a bit rough inside, so Kazuma cracks his knuckles and gets ready to cave in some heads. Inside, the businessman is surrounded by suit-wearing heavies and he's waving a golf club around. Being a Yakuza, Kazuma doesn't take too kindly to threats of violence and a fight ensues. The combat system falls somewhere between brutal responsiveness and *Tekken's* variety and technicality. Combos are

Supermarket sweep Wandering around Tokyo is a joy. Stores like these sell vital health-restoring foodstuffs.



City life The busy streets and neon signs are beautifully designed and the ambient noise makes the city feel magically alive at times.

performed via prods of the ⓡ and Ⓐ buttons and you can grab an opponent with ⓞ. The regular punch/kick attacks are incredibly forceful and you'll cringe every time Kazuma knees a man in the spuds and he crumples to the floor.

Heat haze

Land enough hits and a blue haze starts to swirl around your head. This is heat mode, which lets you drag enemies towards a wall, desk or pillar and smash them against it violently. But our favourite thing is being able to pick up any loose items in the area and use it as a makeshift weapon. Enormous planks of wood, bicycles, tables, chairs, sofas – anything with a flashing triangle next to it can be used to bludgeon your opponent and later in the game you even get access to swords, which are suitably vicious implements. Initially you find yourself battling with one or two guys, but as you progress, you take on dozens at once, levelling whole groups with sweeping kicks and punches. Upgrading is as simple as it is in *Onimusha* and *God of War*: experience points earned in combat can be 'pumped' into four meters (the shia, gi, tai and toku respectively) that in turn teach Kazuma new combos, increase his health meter and let him stay in heat mode for greater periods of time.

The story is also excellently cheesy, like an especially bad Jet Li film. In one section you're jailed for ten years for killing a rival Yakuza captain, which involves a truly excellent ten-man fight in the mess hall. The plot twists and turns more than an entire series of Casualty (though sadly not Lost) and you'll genuinely want to know what happens to Kazuma next.

Yakuza is a stylish, adult adventure that'll teach you a thing or two about the real-life antics of Japan's most infamous gang. Some of the collision detection is a bit off and it doesn't have the big-budget heavyweight feel of *GTA*, but it's an enjoyable, robust crime yarn. **Andy Kelly**

Crowd control **Police officers, informants, civilians, barmaids, store owners, businessmen – Yakuza is *full* of people, most of whom you'll end up roughing up. That'll learn 'em.**

Fave Feature

PSM3 Verdict

***Yakuza* contains...**

Satisfyingly brutal combat | A maze of Tokyo neighbourhoods | Gambling and shopping

Overall *Yakuza* is a crime adventure with style. Bling is out, finely-tailored white suits and back tattoos are in.

79

Pub Capcom | **Dev** Capcom
Price £30 | **Release** September 8
Multi-player None

ON THE DISC
A stack of chilling *Ghosts 'n Goblins* shots
Extra/Screens

Throw up You start off with the lance but by destroying pots and chests you can pick up bombs, boomerangs, crossbows and throwing knives.

Ghoul on the hill These ghostly hands rise from the ground and grab at you.

Power up With the best armour and the best weapons and you feel powerful, but it never lasts and you're soon stripped to your boxers.

Ultimate Ghosts 'n Goblins

Ultimate? So this must be the last one, right? *Right?*

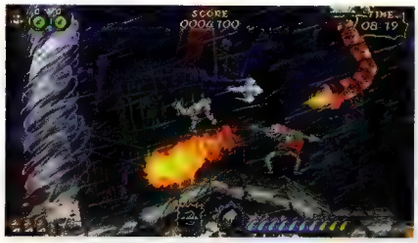
KNOW IT NOW

- **Improved pseudo-3D graphics?** ☑
- **Harder than Rocky covered in varnish?** ☑
- **Frustrating like quadratic equations?** ☑
- **Aged well, like a good stilton?** ☒

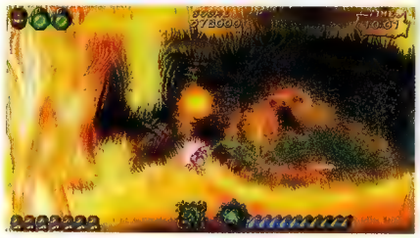
Did you laugh off the flying school missions in *San Andreas?* Do you snort with derision at *Gradius* on the 'mega bastard' setting? Did you earn your International A license on *Gran Turismo* without breaking stretching a string-back? Then *Ultimate Ghosts 'n Goblins* is for you. Sod it, it's harder than all of those games combined, requiring not only the manual dexterity of a man with a hundred fingers, but an upper lip so stiff you could launch rockets off it. It'll make you curse, it'll make you weep and it'll make you want to hurt your PSP, but ultimately – for the masochistic among you at least – it's as satisfying as old-school platforming gets.

This remake of the ancient '80s arcade game retains the same story – a damsel has been kidnapped by a demon and you, Arthur the knight, have to rescue her from a big scary tower. To do so you have to go through screen after screen of falling platforms, bottomless pits and relentless monsters who follow patterns so difficult to avoid, they make *R-Type*'s laser beams and swirling space Cheerios a walk in a particularly harmless park. And even if you know the precise movements of every enemy, squeezing Arthur through them with the D-pad like trying to trap a fart because the controls feel imprecise. You can use the analogue stick if you like, but then the game becomes more painful than touching the sun with your scrotum.

And the similarities to the arcade original don't end there. As ever, when Arthur takes damage he's stripped of his armour and forced to run around in his iconic love heart boxer shorts. Collecting additional layers of armour increases the amount of hits he



Monster mash See all the enemies here? Imagine them in randomm, unavoidable attack patterns. Sheesh.



Hair of the dog This is our favourite level. The grass/hair sways in the wind and enemies rise from the soil. Nice.

Float trip In some levels you have to fly around on floating objects as you dodge enemies. It's moments like these that'll drive you to madness.
SCORE
24700
TIME
10 19

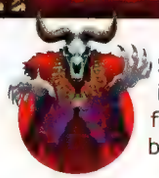
can take and their design gets increasingly elaborate. He also has a set of projectile weapons at his disposal which range from lances, spears and boomerangs to (useless) Molotov cocktails and a handy multi-bolt crossbow that fires in all directions. Cleverly, inexperienced players who collect absolutely every pick-up they see will end up battling a boss with a low-range weapon, while pros will select the right one for the job, avoiding pick-ups when necessary. It's a tactical choice that long-time *Ghosts 'n Goblins* fans will remember from the arcade.

Change is good

The game's biggest change comes in the form of Arthur's inventory. As you go through the game you unlock special powers and magic attacks that can be selected at any time mid-level. The double jump, for instance, is unlocked by defeating a boss and collecting a pair of magical boots. It's a minor addition and the only time the game strays from its no-frills platforming roots. Visually, though, the game has evolved while still retaining the lo-fi charm of its predecessors; it's 3D but everything is always side-on. Our only woe is that it's darker than a box of Black Magic. In a cave. At midnight. It doesn't feel slick and modern and that's at odds with the shiny hardware. Retro purists will love it, but it'll be a bit gloomy for everyone else.

But even though it's mostly murky, there are some nice graphical flourishes. One level is made up entirely of swaying grass, patches of which rise and fall in real-time, creating yet more problems for the ever-downtrodden Arthur. And some of the enemies are similarly well-designed – our favourites are the one-eyed trolls that, when defeated, explode and send guts flying all over Arthur's lovely boxers.

Snake eater this is the first boss and if you get too close, it'll swallow you and devour you armour and all.
SCORE
69400
TIME
10:07



Tragic magic **The wizard from the arcade original is back. He turns Arthur into things like crickets and grasshoppers for a few seconds. Ha ha ha! Hilarious...**

Shame. And many bosses are huge, including a screen-filling spider and a floating manta ray made from pollen that bends and folds as it attacks. True.

But regardless of its old-school charm, it just isn't that much fun and is lightweight compared to other PSP platformers. Compare the game's unyielding side-scrolling to the vast (and fun) world of *Daxter* and there's no contest – we opt for the ottsel every time. If there's a place for a game as antiquated as this it's PSP, but be wary. *Ultimate Ghosts 'n Goblins* is a cold, ruthless arcade game that never gives an inch, and it'll test your patience to shattering point and beyond. **Andy Kelly**

Fave Feature

PSM3 Verdict

***Ultimate Ghosts 'n Goblins* contains...**
Flowery boxers | Lances | Old skool nostalgia
Insects | Neverending frustrating repeated death

Overall A decent remake of a classic platformer, but it's ultimately too hard, too old-fashioned and too short-lived.

66

Pub Sony | **Dev** Sony
Price £20 | **Release** September 29
Multi-player 1-4

ON THE DISC
An apeload more screens of *Ape Academy 2*

Blade a minute Jab ⊗ quickly to stop the sword in your comedy wooden hands. Most of the games are as simple as this one.

Child's play Sneak up on this ape and make sure he doesn't spot you. Just like the old kids' game, really.

Ape Academy 2

We're getting a bit tired of all this monkey business

The original *Ape Academy* was one of the best received titles at PSP's launch and rightly so. Its blend of monkey minigames and charming humour were a welcome diversion from the onslaught of lazy PS2 ports that choked the shop shelves. For those of you who've never played it, it's a spin-off from the popular *Ape Escape* games, with the titular apes starring in an array of tiny minigames, most of which span between 10 to 30 seconds. It's a bit like *Wario Ware* on Game Boy and DS, but with primates instead of a cackling yellow Italian.

Ape Academy 2's games cover everything from shooting practice and memory tests to a recreation of Gladiators' podium battle – minus the sweaty homoeroticism of course. Most of these are fun, once you've worked out what to do, and are a welcome test of your reflexes and endurance. Because of their quick nature and sheer variety, *Ape Academy 2* rarely gets boring although you'll see certain games pop up more than you'd like. But if riding a panto horse or shooting tin cans with a monkey dressed up like Jason Voorhees from Friday the Thirteenth isn't enough to get you grinning, we'd say you might as well trade your PSP for that caravan in John O'Groats right now. Except.

Card mechanics

It's just a shame that the minigames are surrounded by a ludicrous, hard to comprehend card battling system. *AA2* is split into various islands, representing the game's levels. To move to the next island, you have to battle that isle's chief monkey, which you do by picking a card and playing the game shown on it. Win and your opponent's stamina gauge drops and you receive bananas, which allow you to play higher-ranked games – you need to have a certain amount of 'nanas to open each one. Eventually, the aim is to drop your enemy's stamina to zero and move on to the next level. It's confusing and completely needless – the first game's system of progression (win minigames to fill in a grid) was much more sensible than this. As it is, however, *Academy 2* never flows properly, stopping and starting to make room for the card bits in a way that continually irritates. *Wario Ware* presents you with a continual torrent of minigames. That's exactly what this game *should* do, but doesn't.

If you can ignore that, though, what you're left with is a party game perfectly suited to PSP's strengths. Chuck in some multi-player action as well and you've enough simian silliness to last you through ten director's cuts of King Kong. But if you've not got the first *Academy*, we say go for that.

David Meikleham

Multi-player monkeys Like the first one, *Ape 2* offers the chance for two mates to play minigames on one PSP by grabbing an end of the unit each. Good stuff.

Flagging Jab the D-pad when the monkey at the back signals and be first to raise your flags. Easy.

PSM3 Verdict

***Ape Academy 2* contains:**
Oodles of apes | Pointless card games | Gorilla gladiators | Pirate primates

Overall Too similar to the original to be essential, with card games now needlessly tagged on. Not bad, though.

71

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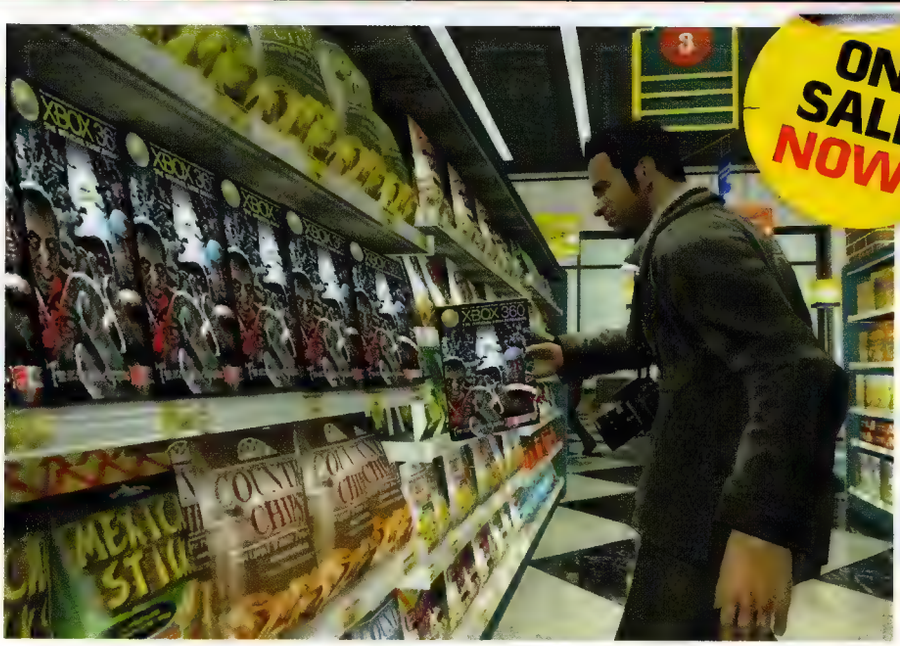

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Pub Capcom | **Dev** Capcom
Price £30 | **Release** October 13
Multi-player 1-4 Wi-Fi

ON THE DISC
Sega Mega Power Stone Collection

Tanked up This is a typically frenzied *Power Stone* fight – you're on board a giant flipping sea tanker. And that chest might contain a nice power up for your enemy to exploit. Uh-oh.

Heart attack There are lots of special attacks, like this deadly swarm of flying hearts. Avoid at all costs.

Gas leak? Falcon may look like he's just chugged but in fact he's narrowly missed a missile attack.

Power Stone Collection

Two classic multi-fighters in one maxi-package? Stone the crows...

KNOW IT NOW

Both *Power Stone* games together?	☑
Five-barrelled shotguns?	☑
Fast enough to make your eyes melt?	☑
Serious, brooding and down-to-earth?	☒

Chances are that if you weren't one of the five people (give or take) to own Sega's tragically overlooked Dreamcast console, then you probably missed the little gem that was *Power Stone*. To get a grasp of what *Power Stone* is like, think of, say, *Tekken* but instead of martial arts experts, muscular beefcakes or wooden kangaroos, imagine small Japanese teenagers named Wang Tang – don't giggle – or mummified corpes called Jack rucking in fully-destructible arenas and you'll just about be there. And now you can get both *Power Stone* and it's sequel in one mighty package.

The power stones themselves are actually small gems that pop up in every arena. Collect three of them and your character is temporarily transformed into an indestructible killing machine – complete with screen-filling mega moves sometime capable of ending a bout in an instant. These transfigurations are spectacular, like a Transformer going mental. The key to winning fights is mastering your environment and making good use of the stones, and Capcom have given you plenty of toys to give you the advantage. Each arena is littered with a toybox of weapons of mass destruction – everything from rocket launchers to humble potted plants.

Fast and furious

Power Stone's real appeal is in its frenzied pace. You have to constantly scurry about the arena while battering your opponent and trying to hurl everything (including literally the kitchen sink) at your opponent. The PSP handles all of this action amazingly well and the frame-rate remains consistently smooth throughout, no matter how many deckchairs or oversized teddy bears are being souffléd by a disgruntled Red Indian with a flamethrower. The colours are brash, the fighters imaginative and all the arenas are brimming with their own unique quirks, from a Wild West saloon, and a quaint British town square to a creepy pirate ship, complete with climbable mast and working cannons that blast away at the scrappers.

Don't mistake *Power Stone* for a kids' game, though, just because it has

Power Stone Collection

"Extended play could make your eyes fall out, such is the pace"

oversized novelty hammers and ray guns. There's actually a surprising amount of skill required in mastering the game and battles are often deceptively strategic. Positioning and timing your attacks correctly are absolutely crucial and if you mess up a punch or throw you're likely to be rewarded with a pogo stick to the sack. Sadly, you'll often fall back on the cheap tactic of hurling things at random, because PSP's screen is just too small to properly display the action. This means positioning can be a problem and even the newly implemented radar system – which shows where each power stone lies in the arena – is really only of limited help.

Double trouble

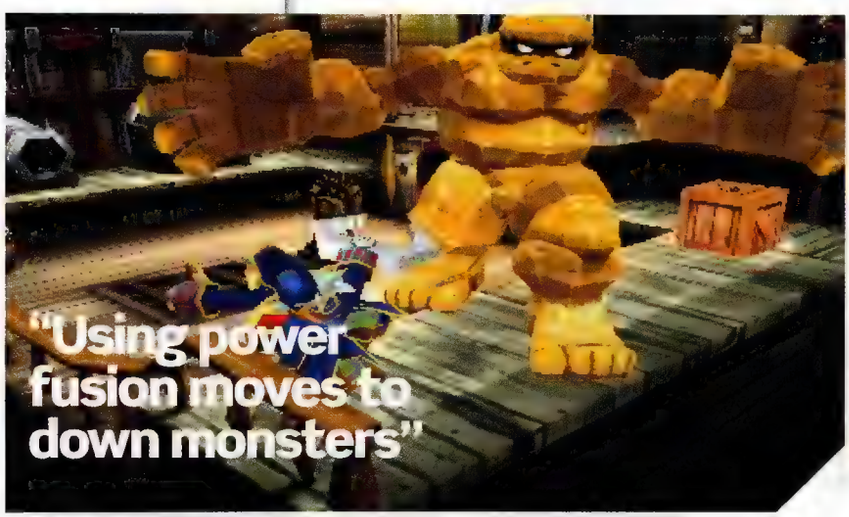
Then, of course, there's *Power Stone 2*, which is much the same as the first game but with different environments – some multi-tiered, so you chuck things at your opponent from on high – and new characters. It does, however, include four-player battles. This sounds like the perfect arena for some Wi-Fi multi-player goodness and while it's enjoyably hectic, the camera gets pushed very far back to cater for the extra players, which means spotting your tiny blip of a character is like trying to find a brain on Love Island. However, played with three mates the game's nutcase brawling is still fantastic.

Those who played the originals will find that little has changed in the basic gameplay. It's also worth noting that this really should carry a warning from the NHS saying that extended play could make your eyes fall out, such is the pace. Still, despite its minor niggles, *Power Stone* really will slap a broad smile on your face and is perfectly suited for short handheld bursts. And if controlling a mad chef who can vapourise opponents with a bowl of giant veg isn't enough to brighten your day, then you have a heart made of stone. And not a powerful one either. **David Meikleham**

OK, say 'cheese'

One addition allows players to take a snapshot of their glory moments and save it to the stick. Why? Who knows, but if you want to, you can.

Fave Feature



PSM3 Verdict

***Power Stone Collection* contains...**

Eye popping graphics | Blistering beat-'em-up action | A murderous Indian chief | Top hilarity

Overall One of the best beat-em-ups on PSP, with enough manic mayhem to brighten up any joyless miser's days.

86

PS2

Pub Codemasters | **Dev** Broadsword
Price £30 | **Release** September 1
Multi-player 1-2

ON THE DISC
More shots of *Dance Factory*. You're excited really.

Feel the beat Hold down your feet on long arrows, stamp on single ones. No points for singing along, though.

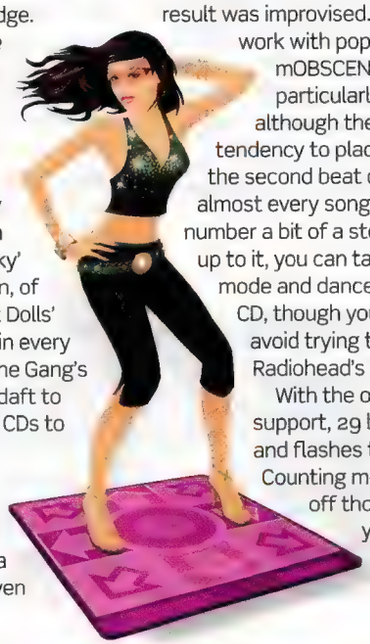
Dance Factory

Dancing on our own – just like every Friday night...

The things we do. We're trying to make our two left feet perform something approaching acceptable dance steps and waving our arms around at hand icons – and we're *forced* to see ourselves doing it (*thanks* EyeToy) as the *Grease Megamix* blares from our speakers. It's like watching ourselves back on video after a night at Yates' Wine Lodge.

But humiliation aside, *Dance Factory* offers something other dance games don't – you can put almost any CD into your PS2 and it will come up with a sequence of dance commands. If you're not happy with its interpretation, you can record and save your own 'funky' moves. There are tracks built-in, of course, including the Pussycat Dolls' Don't Cha (which seems to be in every game recently) and Kool and the Gang's Get Down On It – but you'd be daft to buy this and not use your own CDs to play, wouldn't you?

The dance generation system works very well, taking about 15 seconds to create a solid sequence from a three-minute song. You can even play a basic block-rotating minigame while it creates the sequence, which is welcome but seems to slow loading down.



Get the party started

Naturally, tunes with recognisable, measured beats work best. Load up Lady Marmalade and you wouldn't know the result was improvised. But it doesn't only work with pop – Marilyn Manson's mOBSCENE works particularly well, for instance, although the game does have a tendency to place commands on the second beat of the bar on almost every song, which gives every number a bit of a stompy feel. If you're up to it, you can tackle endurance mode and dance through an entire CD, though you might want to avoid trying this with, say, Radiohead's OK Computer.

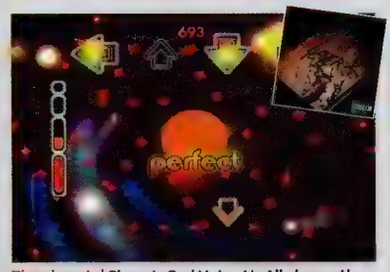
With the optional EyeToy support, 29 background swirls and flashes to unlock, a Calorie Counting mode – want to work off those 27 Toblerones you had for breakfast? Then dance, fatty, *dance!* – and 16-player tournaments, there isn't much more that could have been done, and pop-loving kids will probably think it's the best game ever. However, the presentation feels cheap compared to the *Dancing Stage* games, hard mode is ridiculously difficult at times and it's just nowhere near as fun as *Guitar Hero*. So get that instead. **Justin Towell**

Creature comforts ***Dance Factory*** **generates 'creatures' from CDs, which you can customise and watch while you play. They're rubbish though – Disturbed's Ten Thousand Fists generates a camp robot called Fochaiwonth. Why? Who knows?**

Tested

Out of tune

"Any and every CD!" says the PR bumph. Ya reckon?



Thrash metal Slayer's God Hates Us All abuses the double bass pedal, yet the snare gives us a sequence as danceable as anything by Girls Aloud.

Classical music Beethoven made lots of timeless music – not bad for a comedy dog. But the Fifth Symphony's lack of beat makes the game struggle.

Countryside noise Then we tried a CD of nature sounds – birdsong and so on. It took ages loading and the results were predictably undanceable.

PSM3 Verdict

Dance Factory **contains:**
The Pussycat Dolls | Camp randomised creatures | Dance creator option

Overall: Dancing to any CD will keep players happy for ages. Solid fun, but lacking a bit of disco ball sparkle.

68

Explosive New Wii Game Revealed!

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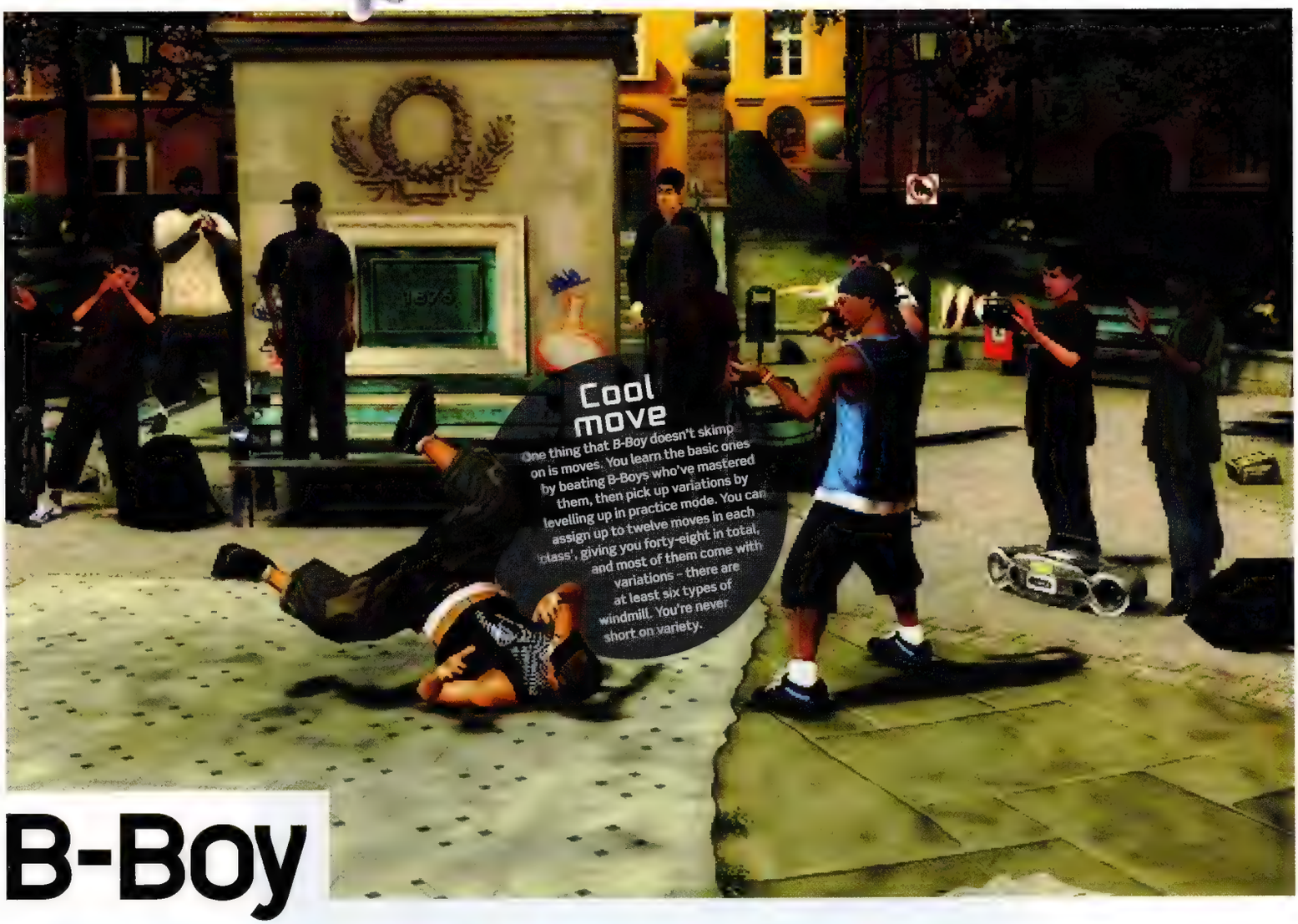
PS2

Pub Sony | **Dev** Sony
Price £30 | **Release** September 29
Multi-player 1-4

ON THE DISC
More B-Boy screens than you could ever desire
Extra/Screens



Cool move
One thing that B-Boy doesn't skimp on is moves. You learn the basic ones by beating B-Boys who've mastered them, then pick up variations by levelling up in practice mode. You can assign up to twelve moves in each 'class', giving you forty-eight in total, and most of them come with variations – there are at least six types of windmill. You're never short on variety.

B-Boy

Wanna see our worm? Hey, it's a breakdancing move, come back...

KNOW IT NOW

40 excellent hip hop and funk tracks? ☑
40 not so excellent characters? ☑
B-boying legend Crazy Legs? ☑
Adidas three-stripe tracksuits? ☒

Traditionally, dancing's impossible to 'do' in a game. Unless you're actually going to swoop the analogue sticks around in time with that stupid thing Nelly Furtado does with her elbows, all you can really do is follow the beat, and that's much more fun in real life. Preferably mashed. B-Boying's a bit different though – as well as being really hard to pull off convincingly on an actual dancefloor, it's competitive, elaborate, and has enough elements to break down into a *Tony Hawk*-style game.

But can it *work* as a game? Well, it takes a bit of getting to grips with. The symbol buttons correspond to the four main areas of breakdancing – toprock, downrock, power moves and freezes. Basics like the six-step and freezes take a single prod of the button, but moves like kneespins, swipes and the legendary 'nutcracker windmill' take two or three taps. Still sound easy? Ah, but that's the thing – you also need to stay on the beat by tapping the shoulder buttons in time with the tiny rotating icons on the floor, and ideally transition from one move to another on the special 'blue' beats for extra points. And on top of that, most moves bring up a golf-style swingometer and throw you into a split-second microgame that determines how solid the move is. Scuff this and you'll fall on your face – miss too many beats and you won't be able to sustain the move.

At first, the effect's like patting your head, rubbing your stomach and singing along to Rapper's Delight all at the same time – but it doesn't take too long to pick up. Oddly, it gets easier – and therefore more fun – as you go along, too. At first you can only transition to the better moves from the basics, meaning that you'll always have to revert to the six-step and pressing other buttons won't do anything. As you practice and improve, though, you'll be able to transition straight from, say, a headspin to a halo. Learn and assign enough moves and any random slap of the buttons should produce dancefloor magic, in complete contrast to the early stages when you can't do anything. It's a weird sort of reverse learning curve.

Go with the flow

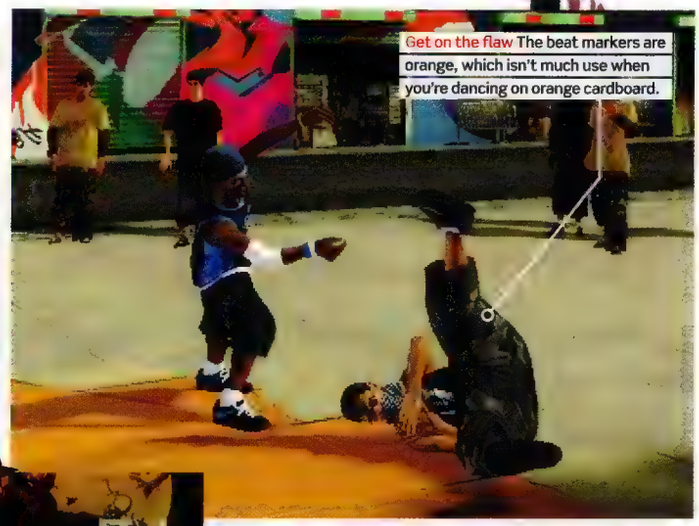
But does it actually work? Well, sort of. In competition, you're marked in real-time on things like Flow (doing lots of moves together), Rhythm (hitting beats) and Fundamentals (not falling over). Medals are up for grabs for each, and a best-of-three format means you need to respond to what the other B-boy does: if he completely ignores the beats, for instance, you can scoop an easy gold in Rhythm, then spend the rest of your 'throwdown' focusing on beating him in the other categories. As things get tougher you each get more throwdowns and grabbing medals turns into a tug of war. Later on, you get more participants on each side for battles. It's sort of like the real thing.

But not really. See, in real breakdancing, throwdowns are rapid-fire affairs with B-

B-Boy

"'Think you've got what it takes to beat me... again?' Um, probably"

Poetry in motion You can move towards your opponent in battles, though it doesn't affect your score.



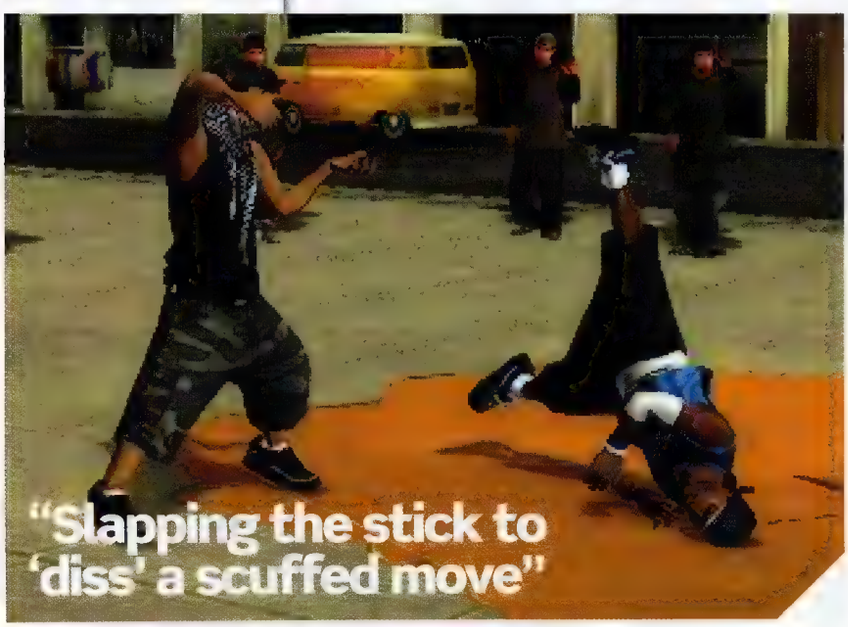
Get on the flaw The beat markers are orange, which isn't much use when you're dancing on orange cardboard.

Boys somersaulting or headsliding onto he floor before their opponent's even managed to leave. Individual 'goes' might be less than thirty seconds long, but a battle will probably involve three or four rounds of call-and-response, with each B-Boy shutting down the other one's moves. And this just doesn't happen here: whether because of memory limitations or misguided design, there's actually a three-second countdown between goes, which totally kills the momentum. The emphasis on sustaining moves is weird, too – you get extra points for holding freezes for ages, which is a bit boring and doesn't happen in 'proper' breakdancing. Unlike *Tony Hawk* (where you need to react to the environment) or a beat-'em-up (where you need to react to your opponent's style) if you've got a good enough routine you can do it against six completely different B-boys and beat them all. And since being good means concentrating on beats and nothing else, there's an awful lot of staring at the beat markers flashing past rather than admiring and reacting to the thoroughly excellent animation.

Ultimately, though, what really scuppers *B-Boy* is a lack of atmosphere. Despite some half-arsed cheering from the crowd – which doesn't even seem to correspond to what you're doing – nobody gets all that excited. The occasional medal aside, it's difficult to tell when you're doing well. Even the emails from other B-boys are a bit boring: "Think you've got what it takes to beat me... again?" types J-Dog. Um, yeah, probably. If EA had made *B-Boy*, you'd be dancing to save a community centre from evil property developers led by Snoop Dogg revving a bulldozer. Rahzel would whoop "Trainers and hats! Turbo windmill multiplier!" every ten seconds, and you'd get a billion points for standing up. Instead, you've got a moderately fun game which is more entertaining to watch than play. A bit like real B-Boying. **Joel Snape**

Dress up **Half of the fun's crafting yourself a unique 'look' – PSM3 favours the white-fedora, fresh-pressed look beloved of B-boys from the late '80s. So much cooler than a tracksuit.**

Fave Feature



"Slapping the stick to 'diss' a scuffed move"

PSM3 Verdict

B-Boy Contains

Gratuitous nutgrabs | Excellent tunes
Dissing men up | Not enough B-girls

Overall A decent attempt. It really could do with a hyperbolic commentator and better trousers, though.

70

PS2

Pub Koei | **Dev** Koei
Price £35 | **Release** September 8
Multi-player None

ON THE DISC
Loads more pics and info on Atelier Iris 2

Atelier Iris 2: The Azoth of Destiny

A decent RPG destined to be overlooked by most

Literal translation of that name? Well, 'Atelier' means 'workshop', we guess 'Iris' is meant to mean the Greek goddess and not part of your eye, and 'Azoth' means 'mercury'. So this is *'Workshop Goddess 2: The Mercury Of Destiny'*. Now *that's* much better.

Anyway, *Atelier Iris 2* is actually the seventh game in a series of RPGs dating all the way back to 1997 and follows two orphans who are trying to – as ever – halt the evil threatening to engulf their world, this time with the help of a talking sword, yanked from a rock and schooled in the time-honoured tradition of obnoxious game sidekicks. What follows is a retro role-playing game that's very reminiscent of the brilliant *Disgaea: Hour of Darkness*. But while it doesn't quite offer the same depth or challenge as *Disgaea*, it's a charming little adventure full of quirky characters and Japanese humour.

For the most part you'll be in control of Felt as he travels around trying to fix machines that will restore his homeland of Eden back to normal. Yes, 'Felt'... His sister is called Viese and she's also playable and you'll be required to switch between the two to collect and make items for the other character to use. Viese's sections require alchemy, which basically involves finding things and mixing them together to create new items, but really all you're doing is running errands. And if you wanted that you could help around the house instead of playing games all day.

Break it up

Playing as Felt makes the game feel more like a *Final Fantasy*: explore different lands, meet crazy characters and get into lots of turn-based battles. Koei have introduced a new combat system for this sequel, which allows the player to break up the CPU's attacks and then form combos sparked from this defensive move. Referred to as 'break mode' it's possible to halt the flow of your enemies' attacks and then form chains of moves to inflict huge damage. It's an engaging system – but one that's completely unnecessary as most of the battles can be breezed through so easily that you'll rarely have to think about them particularly tactically. It's a waste of an excellent idea.

Go with the Poe
Atelier's best character is the filthy-minded elf Poe. Obsessed with Viese, their relationship is like that of Peter Pan and Wendy... but not as wholesome.

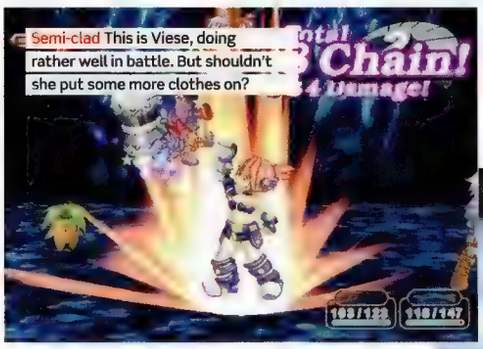
Atelier's old-school visuals and quirky atmosphere may well appeal to you but it fells like The Last of the Summer Wine of RPGs. It's familiar and comfortable and offers an enjoyably retro approach to the RPG and while it's not quite *Disgaea*, it does have blue blobs talking about national security. And that's got to be worth something, hasn't it? **David Meikleham**

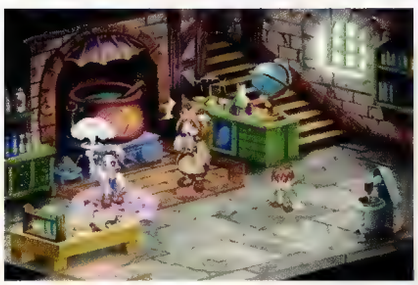
PSM3 Verdict

***Atelier Iris 2: The Azoth Of Destiny* contains...**
Retro RPG action | Talking swords | Alchemy
A new combat system | A boy called Felt

Overall Pushes PS2 about as far as a toast making sim, but *Iris 2* is an endearing adventure nevertheless.

72





Cool Move
Here's 'Break Mode' in action, taken from a sequence in which Felt battles what appears to be a pair of walking turnips. While certainly an excellent addition to an already solid combat system, most of the scraps are too simple to require using it, so it's effectively rather redundant. We'd like to see it back again in a slightly more challenging game, mind you. Let's wait and see.

1. When is Killzone due out on the PS3?

2. Will the PS3 do 1080p?

3. Is the PS3 more powerful than the Xbox 360?

4. Why do men have nipples?

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PS2

Pub Atlus | **Dev** Irem
Price ¥5,751/$50 | **Release** Out now in Japan
Multi-player 1-2 player

ON THE DISC
More screens and artwork from *Steambot Chronicles*
Extra/Screens

HP
FUEL
スパイク鉄球アームR
シールドアームL
BOOST
Got bot? It's just like driving a tank, but with weapons for arms and the ability to boost about and carry around heavy objects.

IMPORT

Steambot Chronicles

Live your life just the way you want in this most sugary of RPGs

KNOW IT NOW

- **Lots of clunky mech combat?** ☑
- **Billiards and fossil hunting?** ☑
- **Gun-toting, swearing maniacs?** ☒
- **Likely to offend your Gran?** ☒

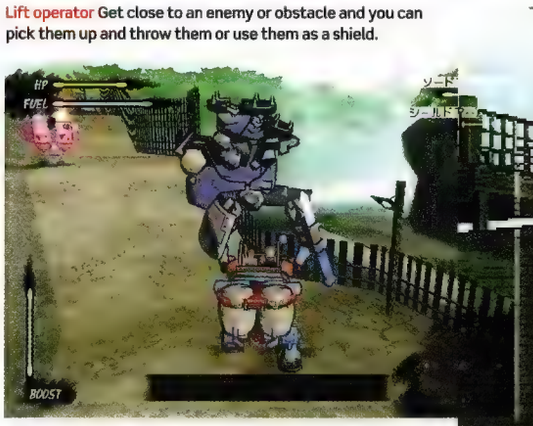
"Welcome to *STEAMBOT CHRONICLES*!" shouts a chorus of happy voices at the title screen of this cutesy role-player. Given this overwhelming wave of sweetness, you'll know instantly if you'll love or hate it. It's apparent that there's no room for anything in this one that's not painfully saccharine.

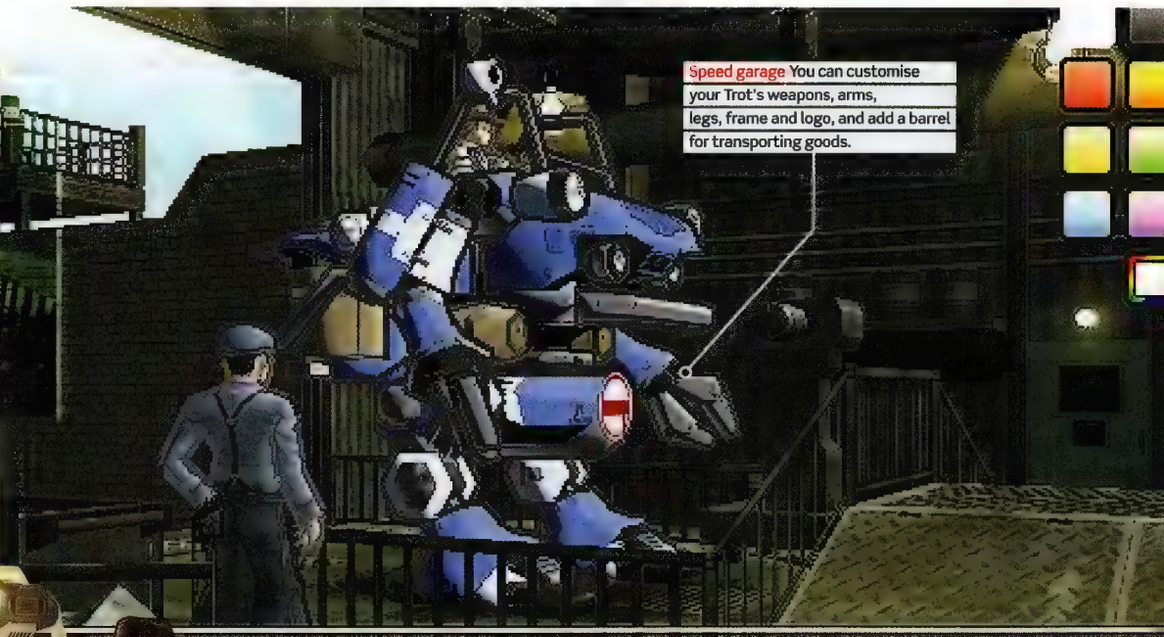
Fans of twee RPGs will be familiar with the setup – winsome voice acting from a lead cast of kidults, sprinklings of bizarre humour and characters, and some of those chunkily-coloured visuals that worked so well for *Dark Chronicle*. But the difference here is the way you make your mark on the world; in playing as beach wash-up amnesiac Vanilla Beans (yes, really) and letting the player take part in a lifestyle as much as a story, the game probably owes more to Nintendo's *Animal Crossing* than it does to the plethora of typical stats 'n' slash affairs out there.

Sure, there's a plot (who the hell are you and why were you shipwrecked?) but you can almost ignore that and make Vanilla live the life of a glorified virtual pet, completing dozens of optional sub-quests and dressing up him and his 'Trotmobile' however you like.

Those Trotmobiles – half car, half robot (see right) – are your main form of transport and combat. They're initially tricky to control since they use both analogue sticks (in a similar way to *We Love Katamari*), but you'll get the hang of it. You can then customise your Trotmobile with armour and weapons

Lift operator Get close to an enemy or obstacle and you can pick them up and throw them or use them as a shield.





Speed garage You can customise your Trot's weapons, arms, legs, frame and logo, and add a barrel for transporting goods.

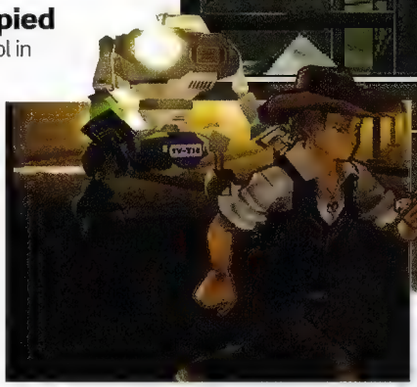
and engage in mech fights with other Trotmobiles. Victory earns you medals, which you can then trade for other items.

Keep yourself occupied

There's loads to do – play pool in bars, dig up fossils, invest in a cinema and show films that you find scattered around the landscape – and that's just scratching the surface. You can even dabble with a significant rhythm-action component that has you learning a range of instruments and working your way up from busking nobody to legendary pop star. No single aspect is rendered particularly brilliantly – for every neat decision (such as choosing how to greet everyone, from a salute to a kiss of the hand), there's also something to irritate (no camera control options?) – but it's a quaint, uplifting package, an experience that'll either massage the smiley part of your brain or send you running for the nearest Schwarzenegger movie marathon.

As far as looks go, the lighting is softer than Playboy's early years and there's some serious slow-down to be endured in certain scenes, but it can still impress here and there, especially in the design of some of the larger enemies you'll be facing. The loading times are odd, though, and can hit seemingly at random as you roam an area.

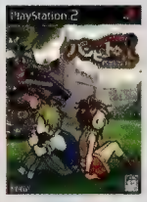
We wish we could give a higher mark to *Steambot Chronicles* since its intentions are really, truly likeable but you never feel quite involved enough for them to be brought to life. If you can put up with some rough edges in order to get at the sweet personality tucked away, please do give it a try – although you're probably better off with the English version coming soon rather than try the Japanese import. But if you can't stomach cute cartoon teenagers with kiddy voices, the tweeness of it all will make you feel like you've eaten pot pourri instead of pot noodle. **Steven Bailey**



The name's 'Grumpy Mittens'
You'll earn an ever-evolving nickname, depending on what you wear and how you behave. Overeat and wear a Stetson, say, and you'll become 'Fat Cowboy'. Hmm. No change there then.

Fave Feature

PSM3 Verdict



***Steambot Chronicles* contains...**
Robot battles | Sentimentality | Multiple musical instruments | Oodles of side quests

Overall A light-hearted but patchy take on RPG free-roaming, with a personality that will suffocate or delight.

70

Can you manage? Choose a team, watch them run about cluelessly, concede goals, lose,get fired, have a coronary. Footy management – bad for your health.

Codemasters/PS2/September 29

LMA Manager 07

LMA hits the back of the net once again

The *LMA* games are an excellent set of football management titles. We know that. The problem is that every plaudit they've received comes with a qualification: they're the best football management sims... *on PS2*. This bit is important because it shows that people know PS2 isn't the natural home of management. *LMA* has always had to overcome PS2's limitations, making it the equivalent of an FA Vase winner compared to the World Cup winning performance of a certain other game on a certain other format.

Management sims need memory – big chunks of it to allow for extensive databases and huge amounts of info that can be tossed around in seconds. *LMA* on PS2 doesn't have that, which means it takes a long time to do anything. Just moving to the next day is struggle, as the little *LMA* brain has to work out the results from multiple leagues and still find time to tell you that Tony Warner has been released by Fulham on a free. This all becomes frustrating. Then there's the match engine. This used to be a strength of LMA, but now looks awkward, with its odd player models and looping ball physics. Compared to that of *PES Management* (and even *Let's Make A Soccer Team*), it's somewhat less than authentic.

Despite all this though, *LMA* has one quality that has always been there and will serve it well when it moves to PS3 – and that's a true understanding of football. Transfers are realistic, board expectations make sense and more importantly, you can always see the effect of your formation tweaks on the pitch – which gives you confidence to try and be thoughtful and creative, rather than random or predictable.

If you've played *LMA* before, then you know what you're getting. If not, it's worth checking out – Codemasters really know their onion bags. **Dave Harrison**

Verdict

Another solid *LMA*. Can't wait for it on PS3, tho'.

78

Curious George

EA | PS2 | Out now

This 'monkeys in games' idea is wearing thin

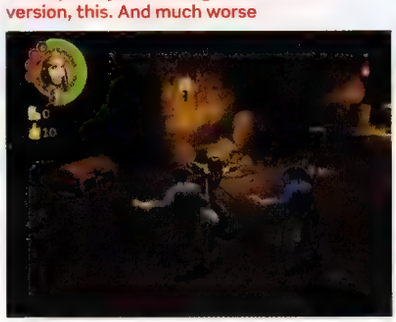
If curiosity kills the cat, then it bludgeons the ape over the head and jumps up and down on the corpse. Hard. *Curious George* is tough, you see, but in all the wrong ways. It's hard because of a dreadful camera that can't keep up with the mischievous monkey, because of unresponsive controls and because of both these things you've as much chance of making a precise jump as there is of George running amok in down town New York and scaling the Empire State. While the game itself is as colourful as Smarties, poor level design and a ridiculous difficulty setting ruin the whole thing for anyone but platform robots. **David Meikleham**

44

Pirates of the Caribbean: The Legend of Jack Sparrow

THQ | PS2 | Out now

A completely different game to the PSP version, this. And much worse



Seen the film? Then play the game that's not *exactly* about the film, but it's got Johnny Depp in it, which is close enough. The idea is that it's follows the plot of the first movie, but is 'retold' and 'embellished' by the fertile Sparrow imagination. Clever, but the developers last effort was last year's *Fantastic Four*, which had a title that was only 50% accurate. As you might expect from a game based on a pirate action film, this is a swashbuckling slasher with a healthy number of different moves. The characters develop their skills as they progress and there's a co-op play option. It's all there, including boss battles and puzzles – they've made a list and followed it to the letter.

But the end result is crap. However many characters, moves or bosses might be in the game, if the core game action is so dull that a little bit of your soul dies every time you play, what's the point? It's just relentless button mashing with no variation. Bury this hollow, by numbers spin off and mark it with not with a cross but with a big fat forty seven. **Dave Harrison**

47

Brain Trainer Portable 2

Sega | PSP | Japanese Import

We don't need this. We're sharp as... erm... those pointy things... Oh you know the things

This trendy grey cell gymnasium has been designed by Japan's Touhoku University which has created books, TV programmes and a game you just might have heard of for another twin-screened handheld. Trouble is, when playing this Japanese version, you really could do with your brain being trained in Japanese. Firstly for getting through the menu screens and secondly, for knowing how to complete simple exercises when you're presented with a series of indecipherable Asian text.

Still, through trial and error you can sort of get the idea of what's required and have fun with the game. One of the best modes is a kind of world tour that take you across the globe as you perform better in the tests. Curiously you require greater intelligence the nearer you get to Australia, which is odd.

Slowly you can feel your mind get sharper (or get a headache) but if you want to progress to astronaut/rocket scientist level, best wait for the English version. Or read some books. **Andy Kelly**

64

Madden NFL '07

EA | PS2 | Out now

Will your hearts gladden at this latest Madden – or is it a... bad'un? [sorry]

Well, you know, it's *Madden*. Whatever your disposition to US football, *Madden* remains good stuff. Just one glance at the presentation, the flowing animation, or the mindbending number of plays available is enough to make you at least appreciate the sparkle and depth of the game, even if you hate the sport. But as ever, there are few changes. This time, there's a new running system that allows you to control the blockers and a revamped Superstar mode – this time you only control one player during a match, and so have to be very patient and play for the team in order to turn them into Hall of Famers. These additions are OK, if hardly revolutionary, while the main action is just the same as you remember it. *Madden*, as ever, is a great interpretation of its sport, albeit a sport you probably don't give a flying one about. **Nathan Irvine**

85

ON THE DISC
Screens and screens of *LMA Manager* in action

Reviews round-up

"All the other games you should know about this month, squashed into two handy pages"

Monster House

THQ | PS2 | Out now

Ooh, another cartoon movie tie-in! Maybe, in the future, they'll make them illegal. Maybe

Monster House features three kids – DJ, Chowder and Jenny (who calls their kid Chowder?) – in an evil haunted house that spawns monsters. Fortunately this house can't stand water – like, dur, obviously – so, armed with water pistols, the kids must soak their way to safety. Yeah, we didn't care either.

Initially it's OK, but as the variety of ghouls dries up and the camera becomes more of an issue *Monster House* slides into the type of mediocrity that games publishers believe that young kids deserve. It's not offensive, but it's not *anything else* either. **Dave Harrison**

52

NHL '07

EA | PS2 | September 22

Quality slapshooting for anyone that gives a puck about ice hockey

EA love the right analogue stick. They see it as the key to a magical world of greater control, but when it was used for tricks and spin in *FIFA* and *Tiger Woods*, it just seemed gimmicky. With *NHL '07*, however, it makes sense. The right stick is used for passing, so you can flick the stick to zip the puck across the ice. For direct passes this doesn't give you much of an advantage, but when playing through-passes for attackers to skate onto, it opens up a world of subtlety and finesse. This makes *NHL '07* a hugely enjoyable sim. For those who care about football on ice. **Daniel Griffiths**

74

ProStroke Golf: World Tour '07

Oxygen Interactive | PS2 | Out now

Another generic golf game embarks on its quest to make Dads out of us all

Golf games have to be *really* good to lure people away from *Tiger Woods*. They need a twist, like *Everybody's Golf*'s cutesiness or *Real World Golf*'s Gametrak controller. But if like *ProStroke Golf*, you're just 'a golf game' then you're not going to get much loving.

Like *Tiger* it uses the stick for swinging and tries to impress by getting very technical about draw and fade, but you could get an old Woods from a bargain bin and have twice as much fun. Golf games need soul to appeal – and *ProStroke* really hasn't got any. **Dave Harrison**

62

Passport To London

Sony | PSP | September 15

Cor blimey guv, an interactive London guide for yer old PSP? Strike a light!

Have you ever been to London and fancied a pint in the Nag's Head but were too embarrassed to ask for directions? Or wanted to visit the Globe Theatre, but didn't want to be branded a ladyboy? Well now you can. *Passport* is a tourist guide for your PSP, ideal for the mobile sightseer who wants to plan their itinerary. It also offers three different audio tours and six language phrase books so you can order those bangers and mash in Czech or start a fight in French. There are even tours that take you 'off the beaten track', but be careful you don't get your PSP and shoes nicked by a Cock-er-nee wide boy while you're staring at your map screen. Strewf! **David Meikleham**

65

Capcom | PS2 | September 29

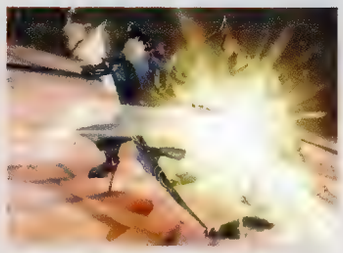
Devil May Cry 3 – Special Edition

Aka *The Won't Make You Cry Edition*

Played *DMC3* already? Then we completely understand that the thought of dragging your sorry ass through the hardest game in the world one more time doesn't sound that tempting. But listen up, the rather easier *Special Edition* is now out in the UK. Well, it's a bit easier, anyway. If the original *DMC3* was a bundle of fun wrapped up in barbed wire, then the *Special Edition* is merely cloaked in stinging nettles. It still hurts to enjoy, just not as much.

The main reason the *Special Edition* is easier is due to the introduction of continue points in places where most sensible games would have already put them. Like, say, just before boss battles. So now if you end up being battered to death by a boss, you don't have to replay the whole entire level again through a torrent of cheek-stinging tears.

So now you can actually start to enjoy *DMC3* and appreciate what a rich and rewarding game it really is. No other action game can match *DMC* when Dante is in full flow, twirling through the air and carving through grim reapers with immense grace and power. What's equally satisfying is choosing one of the four fighting styles and seeing your Dante develop into a balletic superhero. Mix in some jaw dropping cut-scenes too and you have a magnificent game



As for extra stuff... well, there isn't much. You can play as Dante's brother Vergil, but his path through the game is identical to Dante's, so there's very little point. And there's one new boss. And that's it. Disappointing, that.

Now, even though we're rewarding this game a great score, we just hope that Capcom learn from this they shouldn't *need* a *Special Edition* to make their game enjoyable. Just make the original more accessible and they'll find Dante will have a lot more friends to play with. **Joel Snape**

Verdict

DMC3, but easier. If you don't have the original, get it.

89

Easy does it Now you can battle the bosses without any fear that if you die, you have to do the whole level again. Easy, sure. But fun.

PSM3 Recommends

The best games from the last few months

Metal Gear Solid 3: Subsistence
Konami | PS2
"One of the best games ever, now with a swathe of online options bolted on for good measure. Lavish and very impressive."
PSM3 Rating 93%

Gitaroo Man Lives!
Koei | PSP
"Loveable, satisfying, impeccably well-designed and unlike anything else available on PSP, *Gitaroo Man* will make you smile. That's a guarantee."
PSM3 Rating 90%

Tekken: Dark Resurrection
Sony | PSP
"As a showcase for the console and a perfect example of handheld fun, it's one of the best games you can get."
PSM3 Rating 89%

PSM3 Awards

The highlights (and lowlights) of this month's reviews are...

Want it? Tick it!

Hi-Score Table

- ☐ Lego Star Wars 2: The Original Trilogy — p60 91%
- ☐ Devil May Cry 3: Special Edition — p87 91%
- ☐ Power Stone Collection — p76 86%
- ☐ Madden NFL '07 — p86 85%
- ☐ Yakuza — p70 79%
- ☐ LMA Manager 2007 — p85 74%
- ☐ NHL '07 — p85 74%
- ☐ Atelier Iris 2 — p82 72%
- ☐ Ape Academy 2 — p74 71%
- ☐ Steambot Chronicles — p84 70%
- ☐ B-Boy — p80 70%
- ☐ Dance Factory — p78 68%
- ☐ Gangs Of London — p68 68%
- ☐ Ultimate Ghosts 'n Goblins — p72 66%
- ☐ Brain Trainer Portable 2 — p87 64%
- ☐ Passport To London — p88 63%
- ☐ ProStroke Golf — p88 62%
- ☐ Monster House — p88 52%
- ☐ Pirates Of The Caribbean: Legend Of Jack Sparrow — p87 47%
- ☐ Curious George — p87 44%

EMAIL PSM3 @
Praise or kick our reviewers by writing to: psm3@futurenet.co.uk

ON THE BLOG
Find out what we're reviewing next issue at: psm3mag.com

The award for funniest moment of the month goes to... *Lego Star Wars 2*

How can *LSW2* convey the drama of the "Luke, I am your father" scene without speech? By having Darth pull out a polaroid of himself and Luke's mum to prove it of course.

Mask force Doing 'emotion' is hard if you haven't got a voice. But even harder if you haven't got a face.

Buyer Beware!

The games they're afraid to send us

K-1 Premium: Dynamite 505 Game Street
"A definite mix of fighting action! Special effects such as sweat and shading!" Sweat *and* shading? Wow.

World Super Police Midas
Being an ordinary policeman just doesn't cut it. Not when you can be in "the WORLD SUPER POLICE!"

Street Golfer 505 Game Street
We've had *FIFA Street* and *NBA Street*, so why the hell do the same for golf? Wait, we know why...

Arcade Classics Volume 1 Play It
Meteor Shower! Alien Raiders! Bugs! Space Rescue! And a couple of other 'classics' we've never heard of! Yeah!

Publishers tend to withhold review copies when they know their game stinks. Wait for our review, eh?

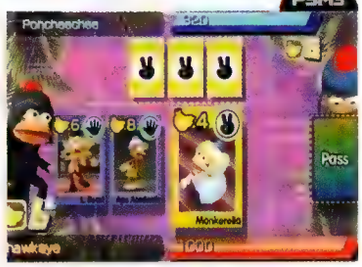
The minigame better than game award goes to...

Gangs Of London
Instead of shooting mobsters, just potter about in Tourist mode taking photos of monuments and getting nuggets of info. Much better.

The didn't think this one through award goes to...

Dance Factory
While it's great that we can generate dances from any of our CDs, what exactly can you now have planned for the sequel? Hmm...

The making a good game worse award goes to...



Ape Academy 2
What's with the incessant card games, Sony? You've broken what was once a great simian sim with never ending virtual top trumps. Pah.

Next issue of PSM3 is on sale September 28

DBMOB Mobile Entertainment

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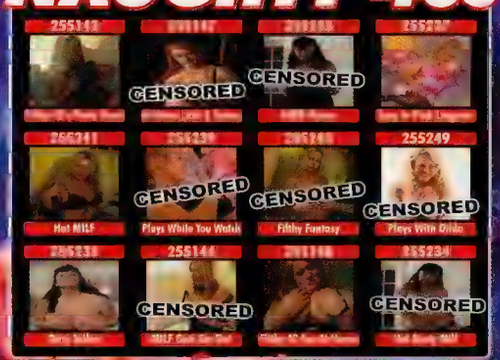

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F*** Me, Make Me Climax!!	258157
Get Your F***ing C*** In My P***y	258158
Climax Big Baby!!	258159
Oh F***!! Yeah!!	258160
Suck That Little P***y	258161
Oh My God, Sooo Good!!	258162

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Well armed The number of fighting styles available to your character's been stripped down from three to two - armed or unarmed – to reduce confusion. Not that this limits your options – Create-a-Fighter mode means you can put together whatever combo you like...

Mortal Kombat Armageddon

Every character *ever*'s back for *MK*'s brutal PS2 swansong

Joel Snape

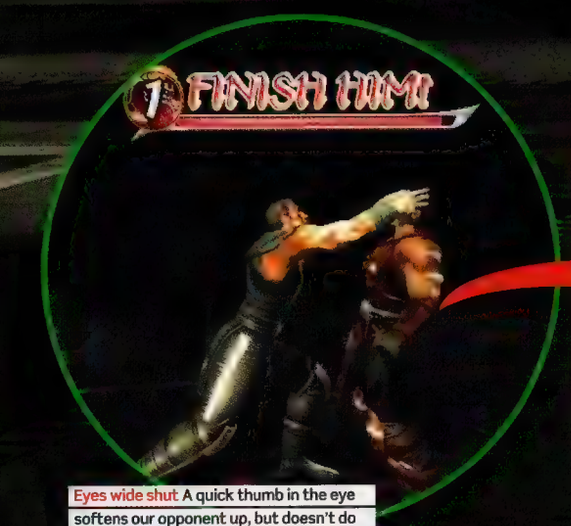
One thing that we've never fully understood about *Mortal Kombat* is the fact that nobody ever actually *stays* dead. After six games, we can count the actual deaths on one hand: Johnny Cage turned up in a cemetery for a bit, Scorpion managed to finish off Sub Zero for a couple of weeks, Liu Kang spent an entire game as a zombie and after being exploded into rubble kept Shao Kahn on the back foot for almost a year. In Outworld, having your upper torso eaten by a dragon or being sliced in half with a razor sharp hat's not much worse a torn ligament in the Premiership – you might be out of action for a while, but you'll come back stronger.

"We've never understood why nobody ever stays dead in Mortal Kombat"

Mortal Kombat Armageddon

Finish him... however you like

So how exactly does Create-A-Fatality work? We asked Taven to demonstrates on an unfortunate computer-generated opponent...



Eyes wide shut A quick thumb in the eye softens our opponent up, but doesn't do any permanent damage. But what next?

Heart attack Erm... we've yanked his heart out. In other games, this might be considered enough, but now you've got a choice...

Messy Either use the weapon option to whip out a sword and start slashing away at your rival...

Collapsed lung ... or pull his lungs out and throw hem away like week-old chutney. Breathing a bit shallow there, chief.

"Tear both arms off and twirl them like a cheerleader with a brand new baton"

Will this change in *Armaggedon*? Midway will only say that this time all bets are off, nobody's safe, and a lot of people are going to die in *Mortal Kombat*'s last appearance on current-gen systems. What we do know is that every character's back, in a bust-up for the one mysterious object that can control the fate of the world. And we do mean *every* character: from nearly-man Kung Lao to tutorial character Shunjinko, the entire crew from every game – no matter how unpopular, useless or dead they were – is back.

Bosses Shao Kahn, Goro, Kinatoro and Moloch appear as playable characters, though they'll have a different fighting system, giving them less agility but more powerful moves. *MK: Deadly Alliance* bonus character Blaze returns as the main villain, this time sporting a ninja-style faceplate and steroid-case muscles. Even ping-pong-ball-covered goon Mokap joins in the fun, becoming our number one pick for 'character we'd most like to see popped like a meat balloon.' Finally, there's new character Taven, the equivalent of *Deadly Alliance's* Shunjinko. Together with his brother Daegon, he's been sent to Earthrealm to uncover the weapon that'll allow one of them to defeat Blaze. Rather than simply wander round picking fights like in *Deception*, though, the improved Konquest mode comes with its own fighting system, loosely based on the one in *MK* spinoff *Shaolin Monks*. Puzzles are basic and attackers stupid, but highlights include a sledgehammer that pulps attackers with one swipe. Of course, there's still plenty of opportunity to fight the main characters – here, the action changes to traditional side-on *Kombat*.

Fresh meat

But you don't really care about that, do you? You want to hear about the Create-A-Fatality mode. Simply double-tap the pad in a certain direction and hit any button, and your character will kick things off by hitting his opponent in the spuds or gouging his eyes. From then on, you're got decreasing increments of time to add as many moves as possible, before finishing off with a double-tap and the actual 'Fatality' button. Should you knee him in the face and pull out his brain? Slip a sword up his chuff and yank out his internal organs? Or slice off one of his arms, hit him around the face with it, pull out his lungs, cut his torso in half and stamp on his head? Don't worry, traditionalists – characters still have moves related to their own skills, so Scorpion and Sub Zero will be able to incorporate burning and freezing into their combos, while Bo Rai Cho'll probably have some sort of acidic puking move. It looks good – let's just hope some of them actually *stay* dead this time...

15 FINISH HIM!
Make your choice Now it's time for another decision. Twirling his opponent round, Taven grabs hold of his arms...
16 FINISH HIM!
Armless ... allowing him to either rip one off and beat his adversary to death with the soggy end...
12 FINISH HIM!
You need hands ... or tear both off and them around like a cheerleader with a with a new baton.
14 FINISH HIM!
Spineless opposition Then it's time to hit a finishing combination. Either rip his spine clean out of his back...
14 FINISH HIM!
Half 'n' half: ... or tear his entire upper torso off and sling it to the ground like yesterday's garbage...
10 FINISH HIM!
Brain dead ... or rip out his still-twitching brain. Parents' groups take note: this does not make us want to do this in real life. At all.

Air Kombat

Gravity? What's that?

One element that has made the cut from quasi-sequel *Shaolin Monks* is the 'aerial rave' move. After you've nailed another character with a juggle, you can follow them into the air, nail them with a preset combo, and – hopefully – knock them into a gigantic fan.

Kreate A Kharacter

Infinite lady ninjas... on tap

Custom characters might be the norm in fighting games these days, but the new *Mortal Kombat* pulls it off with aplomb. The basic system's similar to *Soul Calibur 3*, letting you pick a character style – Geisha, Ninja or Samurai, for instance – then tweak them to look like the superhero, ninja or minor female celebrity you're after. The impressive bit, though, is the move system – you pick a base style (Karate, Eagle Claw, Tiger Crane or whatever) and then change whatever move you like for your own unique combos. For your second style, you pick a weapon and do the same again. Hammer-wielding crane Christina Aguilera, anyone?

Mortal Kombat Armageddon

We are family...

Your guide to MK's characters...

1 Shang Tsung
2 Scorpion
3 Sub Zero
4 Shinnok
5 Reko
6 Quan Chi
7 Kung Lao
8 Kai
9 Shujinko
10 Kabal
11 Kano
12 Cyrax
13 Sonya Blade
14 Jarek
15 Stryker
16 Rain
17 Raiden
18 Baraka
19 Reptile
20 Liu Kang
21 Johnny Cage
22 Kiana
23 Sindel
24 Ashrah
25 Kenshi
26 Li Mei
27 Dairou
28 Sareena
29 Tanya
30 Darrius
31 Noob Saibot
32 Smoke
33 Jax
34 Havik
35 Frost
36 Fujin
37 Kira
38 Kobra
39 Mavado
40 Ermac
41 Nightwolf
42 Bo Rai Cho
43 Hotaru
44 Drahmin
45 Mokap
46 Mileena
47 Jade
48 Sektor
49 Hsu Hao
50 Nitara
51 Moloch
52 Shiva
53 Goro
54 Shao Kahn
55 Kintaro
56 Onaga
57 Blaze

Plus...

Five who, erm, aren't on the pic

58) Taven
The hero of *Mortal Kombat's* Konquest mode.

59) Daegon
Taven's brother, and not a very nice sort.

60) Meat
Originally a 'bloody' sprite, now a fully-fledged fighter.

61) Motaro
Centaur boss - first seen in *Mortal Kombat 3*.

62) Chameleon
Colour-and-ability-shifting ninja from *MK: Trilogy*.

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Mortal Kombat Armageddon

© MovieStore

Devastation!

The third *Mortal Kombat* movie has become tangled up in the ropes

Oh, it was going to be brilliant. After MK: Annihilation tanked at the box office, the studio suits had big plans for Devastation: they'd get Christopher Lambert back, they'd build a theme park in Florida where people could watch it being filmed... and more importantly, they'd rehire Bridgette Wilson as Sonya Blade. But Hurricane Katrina knocked things off track, and now Devastation's in pre-production hell, being filmed in Thailand, with only Chris 'Scorpion' Cassamassa to return from the original cast. It's not all doom and gloom, though – take consolation in that it's being directed by a man called 'Mink' and written by the magnificently-named Drew McWeeny. Can't wait!

Noob!

We speak to Ed Boon, the MK mastermind

He's been with *Mortal Kombat* since it was 2D, he named Noob Saibot after himself (Boon backwards) and he's one of the nicest men you'll ever meet – even though he spends his days watching people getting their heads ripped off. It's Ed Boon!

You've got every character ever in *Armaggedon*. Any favourites you felt were neglected that deserve another chance?

I always liked Kabal. But I thought Stryker was neglected – he was a cool character, he had useful moves, but nobody seemed to pick him. My all-time favourite, though? That's still Scorpion.

How are the boss characters going to work? Presumably they aren't going to have the same move set?

Well there are characters that we are still balancing because they are so huge. It's a different game playing with those characters as opposed to playing with the tiny Liu Kang, but they'll be slower and not as agile, so it all works out.

How difficult is it to balance the created characters so that they fit in with the game's cast?

Well, they tend to be a bit tougher than the normal characters because you can assign them whatever moves you like, within reason – but there will be lobbies online where you can't use them. Or where you can *only* use created characters. So everyone should be happy.

Back in the day, *Mortal Kombat* caused uproar. Did you ever feel like you'd gone too far?

It was edgy back then because there were no age ratings so kids could buy the games, so parents were worried. These days, though, we can do pretty much whatever we like.

Seriously, though: it's called *Armaggedon*. Is everyone going to die?

The story's going to end, but I don't know that we'll kill every single character off. A *Mortal Kombat* without Sub-Zero would be like a *Street Fighter* game without Ken and Ryu. But certainly, we would like to close as many chapters as we can and characters as possible – and that may involve some people dying...

This is the last *MK* we'll be seeing on current technology. Do you expect it to provide some sort of closure?

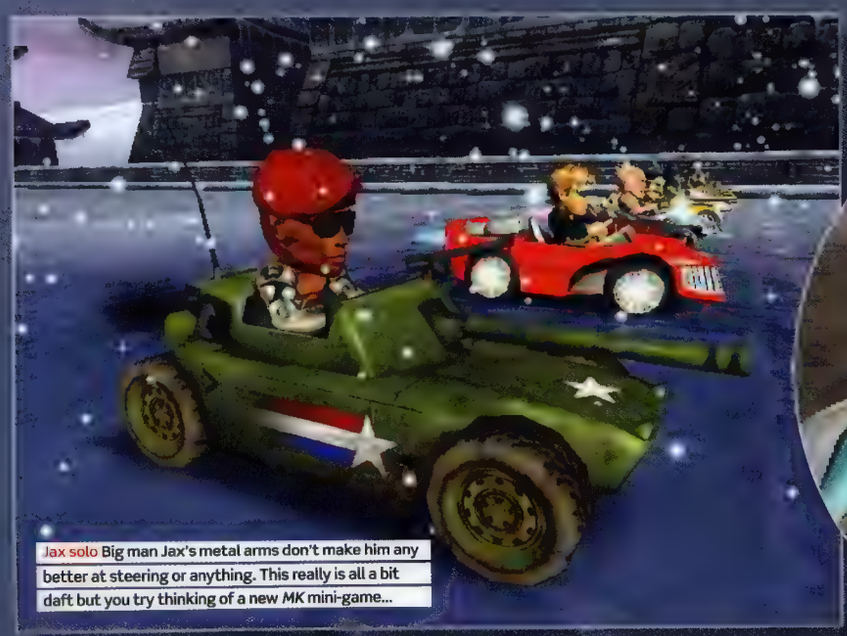
Yeah, everybody's in it, and they're all fighting each other, so it'll let us provide a sort of end to the series. Then we can start work on the next generation...

New minigame announced!

Don't get too excited... it's only karting

For months, Midway have been hinting at the new, secret online multi-player mode that's set to replace *Puzzle Kombat* (quite fun) and *Chess Kombat* (incredibly confusing). Would it be multi-player fighting? Some sort of MMORPG? Erm, no. It's... *Kombat Kart*!

This works pretty much as you'd expect – twelve of the *Kombat* characters race each other round eight tracks, snarling and grabbing boosts. There are death-traps on the tracks – the gigantic rollers are a favourite – and each character's got their own special power (Raiden's is lightning, Jax's is a giant bomb), but the weird thing is... there aren't any other weapons. At the moment, this makes things feel massively unbalanced – if you're Mileena, for instance, you've just got a shield, so you've got no way of shooting people – and a bit rushed. Still, they've got time to fix it, so we're looking forward to giving it a try.



Jax solo Big man Jax's metal arms don't make him any better at steering or anything. This really is all a bit daft but you try thinking of a new *MK* mini-game...

Thunder Road Raiden maintains his glacial expression even when he's being lasered up the business end.

ON THE DISC
Read our complete PS2 playlist featuring loads more games
Extra/Browser

Browser

Selecting this month's best entertainment

PS2 Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
ROLE-PLAYING GAMES	**DRAGON QUEST** **Pub** Square Enix	**Dev** Level 5 **Web** dragonquest8.com "An old-fashioned game that eschews modern trends in favour of vintage role-playing." **PSM3 Rating** 90%	**ROGUE GALAXY** **Pub** Sony | **Dev** Level 5 | **Web** level5.co.jp "No startling leap forward, really, but every single element of the game is a joy to play. Wondrous." **PSM3 Rating** 90%	**KINGDOM HEARTS 2** **Pub** Square Enix | **Dev** Square Enix **Web** kh2.co.uk "Excels on every level and sweats charm. Hate RPGs? This could well change your mind." **PSM3 Rating** 90%
	90%	90%	90%	85% 86% 85%
PLATFORMING	**RATCHET AND CLANK 3** **Pub** SCEE | **Dev** Insomniac **Web** ratchetandclank3.com "The gameplay is buttery-sleek and the cut-scenes made us laugh out loud." **PSM3 Rating** 92%	**JAK 2: RENEGADE** **Pub** SCEE | **Dev** Naughty Dog **Web** naughtydog.com "Crafty, yes, big, yes, sharply designed, yes... So slick, there's always something to aim at." **PSM3 Rating** 92%	**PSYCHONAUTS** **Pub** Majesco | **Dev** Double Fine | **Web** psychonauts.com "Beneath the whimsy lies a deep tale of fear, love, anger, heartbreak, joy and sadness." **PSM3 Rating** 90%
	87% 82%	80% 81%	87% 84% 81% 87%	
STRATEGY/ MANAGEMENT	**LMA MANAGER 2006** **Pub** Codemasters | **Dev** Codemasters | **Web** codemasters.co.uk "If you fancy updating your team after the transfer window, *LMA* gives you an online option. A superb idea." **PSM3 Rating** 85%	**THE SIMS** **Pub** EA | **Dev** Maxis **Web** thesims.ea.com "Mum leaves clothes everywhere, soils herself, plays rap music and refuses to do any of the cleaning." **PSM3 Rating** 85%	**KESSEN III** **Pub** Koei | **Dev** Koei | **Web** koei.co.uk "There's a real sense of scale and the battlefield feels alive with movement and mass conflict." **PSM3 Rating** 82%
	80% 70%	80% 80%	80%	
ACTION	**GRAND THEFT AUTO: SAN ANDREAS** **Pub** Rockstar | **Dev** Rockstar | **Web** gta-sanandreas.com "*GTA*'s not perfect, but it's the single greatest achievement on PS2. You may not love it, but you have to respect it." **PSM3 Rating** 99%	**GOD OF WAR** **Pub** SCEE | **Dev** SCEA **Web** godofwargame.com "Epic, defined by dense environments and an unparalleled sense of personal empowerment." **PSM3 Rating** 92%	**ONIMUSHA 3** **Pub** Capcom | **Dev** Capcom | **Web** onimusha3.co.uk "Paste hundreds of demons with a flaming sword of doom in this plot-driven, provocative thing of beauty." **PSM3 Rating** 92%
	91% 86%	88% 92%	90% 88% 88% 82%	
EXTREME SPORTS	**SSX TRICKY** **Pub** EA | **Dev** EA | **Web** easportsbig..com "Edgy, funky, cool with outrageously compulsive gameplay and riotous effects. On the verge of perfection." **PSM3 Rating** 95%	**TONY HAWK'S PRO SKATER 3** **Pub** Activision | **Dev** Neversoft | **Web** planettonyhawk.com "The greatest skater on PS2. Urban and instantly accessible, sparking online play and a pile of staggering surprises." **PSM3 Rating** 96%	**SSX 3** **Pub** EA | **Dev** EA **Web** easportsbig.com "A gleeful kinetic rush, twinning ace controls to excellent graphics." **PSM3 Rating** 94%
	89%	86% 83%	80% 76%	

Back issues
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Unsung Hero

Why we shouldn't forget...

Gregory Horror Show

Pub Capcom | **Dev** Capcom
Web capcom-europe.com

A giant pink lizard dressed as nurse is chasing you, eager to ram a syringe into your head and bleed you dry. You sprint round the corner – curses! You've bumped into the gun-toting cactus who wants to fill you full of lead. Quick, through that door! Crap – the Satanic chef is here... and he just slammed his cleaver into your skull.

Welcome, then, to *Gregory Horror Show*. Based on a Japanese cartoon that we really want to see, the story's simple – you, the unnamed protagonist, must escape Gregory Hotel, which you do by collecting souls of the 'unique' guests and handing them to Death who, inexplicably, wears the Swedish flag as a bandana.

It's utterly daft, then, but there's a great game beneath the madness. You've got to learn about each character to discover the best way to separate them from their soul. "The chef's powered by that candle on his head, is he? And wasn't there a draft coming into the store room... interesting..." You'll also have to listen to the residents' conversations for clues – without doing that, how will you ever know Angel Dog plans to watch the football in the TV room at 6pm? It's like a puzzle game with stealth bits – for if you get seen, like as not the guests will chase you down and inflict serious pain upon you.

Gregory Horror Show's great. It's charming, tricky, funny and – sometimes – genuinely scary. You don't know fear until a giant lizard is manically threatening to extract all the blood from your body with a huge needle. Brr.

EMAIL PSM3 @
And tell us about your fave Unsung Heroes.
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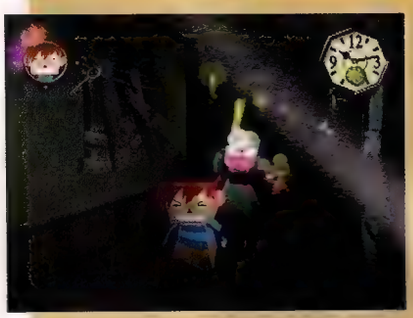


PlayStation 2 Top 20

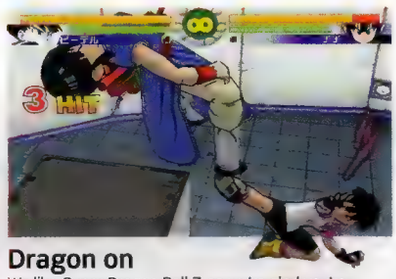
This month's big retail winners and losers

01	(01)	**Over The Hedge**	Activision **Reviewed** PSM2 77 70%
02	NEW	**Pirates Of The Caribbean**	Ubisoft **Reviewed** PSM3 79 47%
03	(02)	**FIFA World Cup Germany 2006**	Codemasters **Reviewed** PSM2 75 80%
04	(03)	**Hitman Blood Money**	Eidos **Reviewed** PSM2 76 93%
05	(04)	**Tomb Raider Legend**	SCEE **Reviewed** PSM2 74 81%
06	(09)	**Buzz: The Big Quiz**	SCEE **Reviewed** PSM2 74 76%
07	(07)	**Tourist Trophy**	Activision **Reviewed** PSM2 75 68%
08	NEW	**Cars**	Electronic Arts **Reviewed** PSM2 78 70%
09	(6)	**Need For Speed: Most Wanted**	Electronic Arts **Reviewed** PSM2 69 88%
10	(20)	**Black**	Electronic Arts **Reviewed** PSM2 78 89%
11	RE	**Super Dragon Ball Z**	Electronic Arts **Reviewed** PSM2 78 75%
12	(05)	**FlatOut 2**	Vivendi **Reviewed** PSM2 76 80%
13	(11)	**FIFA Street 2**	Eidos **Reviewed** PSM2 73 71%
14	(08)	**Urban Chaos**	Take 2 **Reviewed** PSM2 75 85%
15	(16)	**FIFA '06**	Atari **Reviewed** PSM2 67 71%
16	(10)	**Micro Machines V4**	Red Octane **Reviewed** PSM2 77 72%
17	(12)	**Championship Manager 2006**	Electronic Arts **Reviewed** PSM2 75 43%
18	(18)	**The Godfather**	THQ **Reviewed** PSM2 73 75%
19	(15)	**Driver: Parallel Lines**	Electronic Arts **Reviewed** PSM2 73 79%
20	(13)	**Dynasty Warriors 5: Empires**	Black Bean **Reviewed** PSM2 76 58%

Want it?
Tick it!

Hedging our bets

In a turn of events as predictable as a Jennifer Aniston date movie, a cartoon movie license – *Over The Hedge* – is number one. How 'exciting'.



Dragon on

We like *Super Dragon Ball Z*, so we're glad you're enjoying its ludicrous violence. Remember, though – there's no dragons in it. Or balls, for that matter

Good things, small packages

Micro Machines has grabbed a fair slice of the nostalgia pound. But if you're after some top-down racing, we recommend you get *Mashed* instead.

70,000,000

The number of joules of energy used by games consoles in Britain every year.

You're playing...

Lee Batchelor
PSM3 myspace bod and Nuneaton Borough FC fan.

1 **Urban Chaos: Riot Response** "A great shooter, and it's got a fantastic online mode which keeps me coming back for more"
2 **Pro Evo 5** "The best football game ever and it's fab playing online"
3 **Micro Machines V4** "The best *Micro Machines* game ever, and even better than *Mashed*"

We're playing...

Andy Kelly
PSM3 typist and fan of nearly knitwear, whatever the weather.

1 **Space Channel 5** "I'm frustrating, bad at it, but the music is genius so I keep playing regardless"
2 **Hitman: Blood Money** "Still trying to nail that Silent Assassin rating. One day, one day."
3 **Lumines** "There's nothing better than stacking blocks until they disappear with a sparkle. Nothing."

They're playing...

Derek Littlewood
Creative Director of Free Radical's *Haze* on PlayStation 3.

1 **LocoRoco** "Pure joy in a UMD-shaped package. Simple."
2 **Gradius V** "Being a gaming ninja, I can scythe right through this like a knife through lager. Sort of."
3 **Guitar Hero** "What's more attractive to ladies than a man playing More Than A Feeling and strutting around in his pants?"

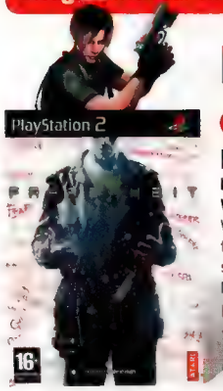
ON THE DISC
Read our complete PSP playlist featuring loads more games

PSP Playlist

	FIRST CHOICE	SECOND CHOICE	THIRD CHOICE
BEAT-'EM-UPS	**TEKKEN: DARK RESURRECTION** **Pub** Sony | **Dev** Namco **Web** tekken.net NEW "Grabs you and doesn't let go. This is how all handheld scrapping should be. An essential buy." **PSM3 Rating** 89% 71%	**DEF JAM: THE TAKEOVER** **Pub** EA | **Dev** EA | **Web** ea.com NEW "Where other fighting games feel a bit floaty, every punch and stomp carries weight. Exaggerated and brutal." **PSM3 Rating** 85% 74%	**WWE SMACKDOWN VS RAW 2006** **Pub** THQ | **Dev** Yukes **Web** svr2006.com "A huge roster of wrestlers, all the match types, the correct moves – all you'd expect, really." **PSM3 Rating** 85% 84%
DRIVING	**OUTRUN 2006: COAST 2 COAST** **Pub** Sega | **Dev** Sumo Digital | **Web** outrun2006.com "Sheer magical joy, from its ridiculous graphics to its stupidly colourful graphics. The most fun you'll have in ages." **PSM3 Rating** 89% 84%	**BURNOUT LEGENDS** **Pub** EA | **Dev** Team Fusion | **Web** ea.com "The best bits of *Burnout* 1, 2 and 3 on your PSP. How good is that? Bloody good. Brilliant, edgy and massively fast." **PSM3 Rating** 92% 87%	**RIDGE RACER** **Pub** SCEI | **Dev** Namco **Web** namco.com "It's hard to imagine a better showcase for PSP's capabilities than *Ridge Racer*." **PSM3 Rating** 88% 80%
FOOTBALL	**FOOTBALL MANAGER HANDHELD** **Pub** Sega | **Dev** Sports Interactive **Web** sigames.com "The match engine mimics football in its purest form. Very hard to beat." **PSM3 Rating** 80% 70%	**FIFA '06** **Pub** EA | **Dev** EA **Web** easports..com/games/fifa06 "The camera works well, the atmosphere is realistic and the Season mode provides great depth. Good stuff." **PSM3 Rating** 81% 78%	**PRO EVOLUTION SOCCER 5** **Pub** Konami | **Dev** Konami **Web** pesfan.com "The cramped camera and fiddly controls hamper your game. A decent effort, but just wide of the mark." **PSM3 Rating** 80%
PLATFORMERS	**DAXTER** **Pub** SCEE | **Dev** Ready at Dawn **Web** naughtydog.com "Looks and plays so much like *Jak 2* that it's a bit unnerving. Get it." **PSM3 Rating** 86% 66%	**MEGAMAN POWERED UP** **Pub** Capcom | **Dev** Capcom **Web** megaman.co.uk "Monstrously hard and requires the dexterity of a cyborg concert pianist. Playable." **PSM3 Rating** 78%	**KAO CHALLENGERS** **Pub** Atari | **Dev** Tate Interactive **Web** kaothekangaroo.com "Nicks ideas from all over the place, but it won't be long before you find yourself enjoying it." **PSM3 Rating** 69%

Disagree with our choices? Write us an explosive mail telling us why we're complete idiots. Lob your word bombs at: psm3@futurenet.co.uk

Bad guys — Gaming's most ludicrous baddies



ONLINE

Fahrenheit

Pub Atari | **Dev** Quantic Dream
Web fahrenheitgame.com

Who is the evil-doer out to destroy the world in *Fahrenheit*? Could it be, say, an insane genius? A demon? Nope. It's [SPOILER ALERT]... a pensioner! In a wheelchair! Who is actually the physical embodiment of [DELETED]. Clever? No. Mad.

PSM3 Rating 87%

SHORT

Resident Evil 4

Pub Capcom | **Dev** Capcom
Web capcom.com/resevil4

Resi 4's chief villain Salazar is, well, a midget dressed up in frills like he's off to Spanish Mardi Gras. But the weirdest thing is simply that his size and dress sense go completely unremarked upon. Why is he a midget in a dress, Capcom? *WHY*!?

PSM3 Rating 97%

MISNOMERED

Nano Breaker

Pub Konami | **Dev** Konami
Web konami.com

After hacking your way through the baddies, enter the first boss. He's *big*. Your man pipes up. "So we meet again... Keith." *Keith!* Note to Konami: Keith is not a scary name. Calling a hulking brute such renders him laughable. Remember this.

PSM3 Rating 58%

Subscribe
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Ring our hotline on 0880 837 4722

Nice Apps

Trick up your console

Going loco

App LocoRoco PSP case
Web ncsxshop.com

We're not the types whose hearts melt too easily – we can walk past a newborn puppy *without even glancing at it* – but this *LocoRoco* pounch for your PSP made us go just a little twittery inside.

OK, there's not much else to say – it's covered in Locos, it holds your PSP, a couple of games and your memory stick. It serves the same function as any other PSP case, but it's a whole lot cooler, sweeter and, probably, more attractive to the opposite sex, not that we've done any research into the matter. Yet.

Shadow's fall

App Shadow the Hedgehog control pad
Web consolesandgadgets.co.uk

Yes! Although we've spent months banging on about how *utterly* rubbish and out of place Shadow the Hedgehog's dark edginess is in Sonic's happy green field-filled world, we've been convinced otherwise by this 'incredibly classy-looking' Shadow pad. Really, we have! OK, it's not as good as the official PS2 controller, because third-party pads never are – but it's got Shadow on it! Oh, mamma, it's a dream come true! Hoo!

Stick 'em up

App Analogue stick armour kit | **Web** lik-sang.com

We've all experience the pain known as 'PSP thumb'. But you can alleviate the cramp and trauma the nubbin stick causes with these little click-on 'armour' pads. They come in five different sizes and have a rubber coating, meaning you can get a nice firm grip while waggling your stick regardless of the fatness of your thumb. And then you can play your PSP properly as well. Yes, there's no terrible clichéd joke that we won't flog just another inch closer to its over-due death. Bwah!

Stick these onto your PSP nub for comfort gaming.

£2.70

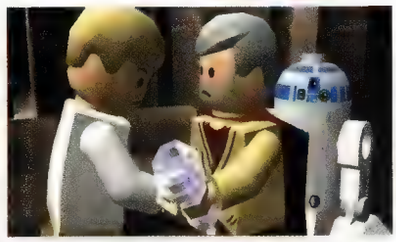
Early Warning System

Your PlayStation release schedule

Want it? Tick it!

Game	Publisher	Out	Format	
Shinobido – Way Of The Ninja	Sony	Sep 1	PS2	☐
Dance Factory	Codemasters	Sep 1	PS2	☐
Gitaroo Man Lives!	Koei	Sep 1	PSP	☐
Gangs of London	Eidos	Sep 1	PSP	☐
Atelier Iris 2	Koei	Sep 8	PS2	☐
Lego Star Wars 2	Eidos	Sep 8	PS2	☐
Tekken: Dark Resurrection	Sony	Sep 8	PSP	☐
Def Jam Fight For New York: The Takeover	EA	Sep 8	PSP	☐
Yakuza	Sega	Sep 15	PS2	☐
50 Cent – G Unit Edition	Vivendi	Sep 22	PSP	☐
Just Cause	Eidos	Sep 22	PSP	☐
Spy Hunter: Nowhere To Run	Midway	Sep 29	PS2	☐
Made Man	Mastertronic	Sep 29	PS2	☐
Devil May Cry 3: Special Edition	Capcom	Sep 29	PS2	☐
Splinter Cell: Double Agent	Ubisoft	Sep 29	PS2	☐
Gun	Activision	Sep 29	PSP	☐
The Godfather	EA	Sep 29	PSP	☐
Metal Gear Solid: Digital Graphic Novel	Konami	Sep 29	PSP	☐
Myst	Ubisoft	Sep 29	PSP	☐
Tony Hawk's Project 8	Activision	Sep 29	PSP	☐
Power Stone Collection	Capcom	Oct 13	PSP	☐
Grand Theft Auto: Vice City Stories	Rockstar	Oct 20	PSP	☐
Final Fantasy XII	Square Enix	Oct 27	PS2	☐
Metal Gear Solid 3: Subsistence	Konami	Oct 27	PS2	☐
Scarface	Vivendi	Oct 27	PS2	☐
Destroy All Humans 2	THQ	Oct 27	PS2	☐
Pro Evolution Soccer 6	EA	Oct	PS2	☐
PS3 launches	Sony	Nov 17	PS3	☐
Call Of Duty 3	Midway	Nov 17	PS3	☐
Resistance: Fall Of Man	Sega	Nov 17	PS3	☐
Warhawk	SCEE	Nov 17	PS3	☐
Ridge Racer 7	THQ	Nov 17	PS3	☐
WWE Smackdown Vs Raw 2007	THQ	Nov 24	PS2	☐
Superman Returns		Nov 24		☐
The Sopranos	THQ	Nov 24	PS2	☐
Mortal Kombat Unleashed	Midway	Nov 24	PSP	☐
Silent Hill Origins	Konami	Nov 24	PSP	☐
Killzone Liberation	Sony	Nov 24	PSP	☐
Football Manager 2007	Sega	Nov 24	PSP	☐
Crisis Core: Final Fantasy VII	Square Enix	Dec 15	PSP	☐

Caution: all release dates are accurate at time of press but liable to drastic change



Lego Star Wars 2

Check out our review of Lego Star Wars 2 over on page 60. Crack open that piggy bank – you really don't have that much longer to wait now.

Scarface

The Tony Montana sim is ultra-violent and rammed with swear words. Best not let your parents/teacher/tabloid jouno mate/the Pope see you play it, then.

Superman Returns

Out to coincide with the pre-Xmas DVD release of the movie, *Superman Returns* certainly looks the part, but will it be packing any balls beneath the blue kecks?

eBay Going, Going, Gone PlayStation auction action

Silent Hill box set

PROFITABLE

Silent Hills 1-4, plus crap promo torch, postcards and a cheapo box – *$110!* Now that's what we call good selling, considering you can get the last three *Hills* in *Collection* for thirty quid. Still, we're sure the buyer will have literally seconds of fun with their novelty torch.

Sold $110 **Original Price** $8
Profit $102

Dodgy PlayStation 3 email address

Jeebus. This auction was to sell the email address we_sell_the_ps3@hotmail.com for people who might later want to flog some themselves, as if anyone would buy a PS3 from a hotmail address – and people went for it. And all the seller did was set up an email address. We're bagsying 'buyPS4here@gmail.com' now.

RIP-OFF

Sold $10.50 **Original Price** $zero
Profit $10.49

Hideous Crash Bandicoot soft toy

Ha! In your face Crash Bandicoot, you awful cackling horror, you. What's your terrible soft toy worth to the public, do you think? A tenner? A fiver, at least? Surely? Oh, no, Crash. You're worth 99p. Not even a quid. Not even as much a second-hand 5ive single. That's how much everyone hates you. Psst... Anyone want to buy a Spyro gonk?

Sold 99p **Original Price** 99p
Profit £0

ON THE DISC
More facts about the beast that is PlayStation 3

PlayStation 3 The Facts

The latest facts and figures from the world of PS3

The price £425

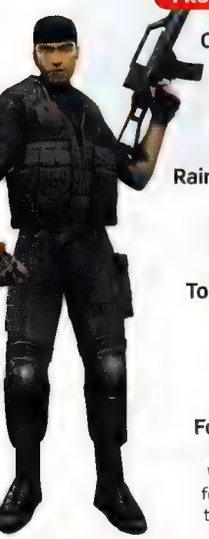
The official Sony word on cost is 20Gb version = €499, 60Gb = €599. That converts to £339 and £408, but insiders (i.e. PSM3) are predicting that the 20Gb version will never make it to the UK and that £408 will (with a bit of Phil Harrison PS3 'magic') end up being £425. It's a figure that Sony are yet to deny and that everyone has already accepted.

The launch date Nov 17

Sony say November 11 in Japan and November 17 for America *and* Europe. Ambitious, and insiders (i.e. PSM3 again) reckon it simply can't happen. December 1 seems much more do-able (if getting a million of the most complex consumer device ever created into shops can be considered 'do-able').

The launch games

These won't be confirmed until the week before launch, but we're not afraid to stick our necks out and say the following titles will be out on day one:



LAUNCH LINE-UP PROBABILITY RATING

- Call of Duty 3 ★★★★★
- Fatal Inertia ★★★★★
- Tekken 7 ★★★★★
- Rainbow Six: Vegas ★★★★★
- Resistance: Fall of Man ★★★★★
- Tony Hawk's PS3 ★★★★★
- Warhawk ★★★★★
- Singstar ★★★★★
- Formula 1 2007 ★★★★★

Watch this space for more games as they're confirmed.

How to get a PS3

No change here. At the time of writing only one of the big retailers is taking pre-order cash. Play.com will sell you a 60Gb PS3 complete with *Warhawk*, *Singstar* and *Formula 1* for £549.99. Unfortunately, the small print says they currently don't know the final cost, the exact games they'll be offering and the date you'll get your machine. Expect every other retailer to offer similar deals once a price and launch line up become more solid.

Motion-sensitive controller

The new PS3 pad doesn't vibrate. Instead it can sense tilt and movement. Want to turn a corner? Just twist the pad. It remains to be seen how many games will use the new feature but launch game *Warhawk* (a sci-fi flight game) does it brilliantly.

20Gb vs 60Gb

One PS3 has a 20Gb hard drive built in, the other has 60Gb, Wi-Fi, memory card slots, and an HDMI output. The other big difference? One is £100 cheaper. It's still uncertain whether the 20Gb version will ever be released, however. Most insiders view its 'existence' as a way for Sony to say "Look, PS3 isn't *that* expensive."

Blu-ray

PS3 plays Blu-ray discs – the brand new hi-def movie format that kicks DVD's ass. With Blu-ray players retailing at £800, PS3 is going to be a cheap way to go hi-def.

Hi-def graphics

PS3 kicks out 1980 by 1080 progressive pixels at its top resolution and can barf them onto screens at 60 frames per second. Sony's *GT4* demo has proved it. This requires immense power, though, so expect early games to go for lower res (720p) and 30fps instead.

True HD sound

Dolby Digital 5.1, and EX 6.1 and 7.1 sound great but PS3 can do better. It supports Dolby True HD too – the format that's an exact copy of a movie's cinema soundtrack. You'll need a £1000 amp to hear it though. Until then DD 5.1 will be just fine.

The HDMI controversy

Make no mistake – the 20Gb PS3 is hi-def. Its ports will support progressive component output for hi-def visuals, like Xbox 360. The 60Gb machine has a superior digital HDMI connector, but the results are barely noticeable on-screen, so don't worry about it.

PS3 specs appeal

	60Gb	20Gb
CPU	Cell Processor	
GPU	RSX	
Sound	Dolby 5.1ch, DTS, LPCM, etc. (Cell-based processing)	
Memory	256Mb XDR Main RAM, 256Mb GDDR3 VRAM	
BD/DVD/CD drive	Read only, Maximum read spead BD 2x (BD-ROM), DVD 8x (DVD-ROM), CD 24x (CD-ROM), SACD 2x	
Dimensions	Approximately 325mm by 98mm by 274mm	
Weight	Approx 5kg	
Communication	Ethernet x1, 1000BASE-T IEEE 802.11 b and g, Bluetooth 2.0 Controller Wireless (Bluetooth)	Ethernet x1, 1000BASE-T Bluetooth 2.0 Controller Wireless (Bluetooth)
Input/Output	USB 2.0 (x4) Memory Stick SD card Compact Flash Card	USB 2.0 (x4)
HDD	2.5" Serial ATA 60Gb	2.5" Serial ATA 20Gb

Got a PS3 question? Then we'll answer it. Send your next-gen console queries to: psm3@futurenet.co.uk

Now Showing

Movies for your consoles

DVD New on DVD

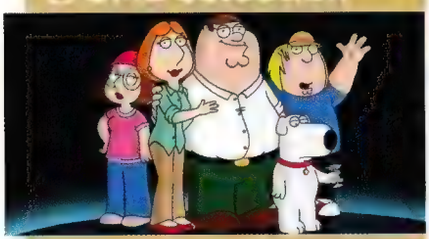
Silent Hill: Not actually silent, fortunately.

Silent Hill

Director Christophe Gans | **Starring** Hannah Fleming, Radha Mitchell, Sean Bean

One of the best game-to-film conversions, but still not *that* good. Fans of the game will enjoy spotting the numerous references and seeing Pyramid Head tear a woman in half, but for everyone else it's an aimless mess and not very scary at all.

UMD selection



Family Guy: The Freakin' Sweet Collection

Director Seth MacFarlane | **Starring** Seth MacFarlane, Alex Borstein, Mila Kunis, Seth Green

While it's a bit disappointing that this UMD only contains a selection of episodes rather than a complete series, it's still an undoubted treat to be able to watch the 21st century Flintstones (ahem) on your PSP. Still, highlights include the family moving to the deep South to escape a criminal intent on murdering Chris and Stewie accompanying Brian on a trip to visit his mum.

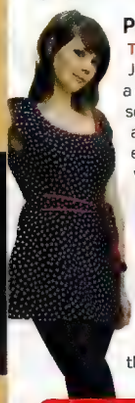
Blu-ray choice

Terminator 2

Director: James Cameron | **Starring** Arnie, Robert Patrick, Linda Hamilton, Edward Furlong

If you've got a Blu-ray player already, you'll be after some discs, but until the format takes off over here, you'll be importing. And out in America right now is the legendary Terminator 2, still one of the greatest action movies of all time. You all know the plot by now – you can probably recite the script backwards – so just sit back and relax and watch massive human/robot hybrids shoot each other in the face in the sharpest transfer ever.

PSM3 Tunes The music download spot



Pull Shapes
The Pipettes
Just one highlight from a canon of girly-pop songs about boys, girls and getting off with each other. Kitsch, without doubt, but limitlessly ace.
Get it: itunes.com

Song B
Mumm-Ra
Named after a Thundercats character, but forget that and embrace this schizo punk psychedelia. Hoooo! Etc.
Get it: mumm-ra.com

Exo-Politics
Muse

If you want to hear what three simultaneous apocalypses would sound like, this is your chance.
Get it: 7digital.com

Automatic
Dead Disco
Glacier-cool keyboard-based indie that cuts through your ears like a knife. We've tried that and it hurts.
Get it: myspace.com/deaddiscohq

Fa-fa-fa
Datarock
Norwegian disco punk from a pair of breakdancing, tracksuit-wearing madmen. As mental as it sounds.
Get it: myspace.com/datarock

Glasgow Mega-Snake
Mogwai
Thumping, deafening noise that'll blister your eardrums. Not about Andy, no matter what he says.
Get it: itunes.com

Tune-up Send us your coolest music links and we'll stick 'em in the mag. Email: psm3@futurenet.co.uk

Object of Desire

Treat yourself to the finest technology that money can buy

PSM3 BUY IT

Kef KHT 3000 Speaker system

Once you've got a PS3 and a hi-def telly, it's time to get your aural experience sorted. PS3's capable of powering up to seven speakers with Dolby Surround Sound, so you don't want to miss on all that power massaging your ears. We recommend the Kef Home Theatre 3000 speaker system in that case. Imagine how much more atmospheric, say, *Metal Gear 4* will be if you can hear Snake's CQC victims' screams echoing all around the room, rather than just from your television's tinny speakers. These bad boys, however, are light, shiny and oh-so-stylish, but pack some serious power beneath that sleek exterior, including a 250 watt class D amplifier and 250mm driver powering an auxiliary bass radiator, plus an HTB2 model subwoofer, so you should be able to hear the harrowing howls of the dying in pitch-perfect tones. Plus they're all shaped like eggs. And if that doesn't sell the thing to you, we don't know what will.

Tech Spec

Price £815
Features 250 watt class D amplifier,.65 Hz frequency range, HTB2 model sub-woofer, 2.4 litres internal volume
Web kef.com

Playing PlayStation Longer Harder Deeper

Extended Play

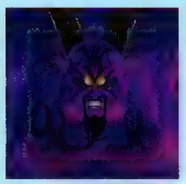
Start

GENIUS

106 Resi 4's most awesome moments
The ten reasons why we love one of gaming's all-time classics.

EXPLOITS

110 The hottest vehicles in San Andreas
Rides that only the very coolest of street thugs would be seen in.



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112 Dragon Quest's final boss battle
150 hours of solid playtime – and this is your final reward.

FACE-OFF

114 Face-Off
See virtual Pete Doherty get his porkpie hat mashed into his bonce.

ONLINE

116 Going online in Battlefield 2
Why, months later, *Modern Combat* remains PS2's best online game.

CLASSIC

118 Why you must play Psychonauts
Why a small boy entering people's minds is a PS2 classic.

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How to make your PSP worse and yet – simultaneously – better.

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What happens when the worlds of gaming and fashion clash hard.

PLAYSTATION CELEBRATION

The evolution of Pro Evolution Soccer

As you all know by now, we love *Pro Evolution Soccer* more than we love breathing and chocolate cornflake cakes. A lunchtime never passes without us gathering round for a display of slick, exciting football. Or a bogged-down, scrappy, kick-lumps-out-of-each-other affair. Whichever.

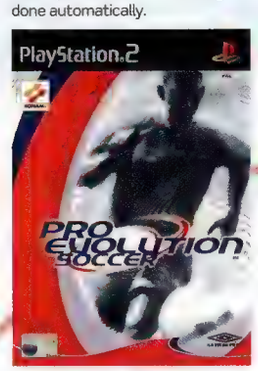
But with the sixth of the series oh-so-nearly here, and as we're already eagerly anticipating *PES* on PS3, the time seemed right to go back and look at how *Pro Evo*'s evolved over the years, from its early days through to the plateau of little evolution between *PES3* and *PES4*, right up to the imminent arrival of *PES6*. Then we gaze into our crystal footballs and see what the future holds in store for our fave footie franchise.

QUALITY

PRO EVOLUTION

- The first PlayStation 2 *PES* football game and the successor to *ISS Pro Evolution Soccer 2* on the PSone.
- Players were now scored out 100 in 24 different attributes.
- 21 Skill stars were introduced, including a Command star.
- Several ways of dribbling were added, thanks to close control on the L1 button and medium paced dribbling on R2.
- The pace of game increased substantially.
- The number of base formations grew to 21.
- The Master League used a two division format for the first time, each with 16 teams. Players wages now had to be paid.

Key Move The one-two: now you could control the timing of the return pass rather than it being done automatically.



February 2002

PRO EVOLUTION 2

- Sharper turning meant players could embark on dribbles far more often.
- UMBRO Pro Training Centre included.
- Players movements were far more fluid, ending the 'on rails' feeling.
- More individual player animations, such as the Beckham free kick and Robbie Keane's forward roll celebration.
- Third division and cup games added to the Master League.
- Transfer window introduced, as well as salary negotiations.

Key Move Shooting from an angle from just outside the box was a very effective scoring method, more so than going one-on-one and taking on the keeper.

October 2002

PRO EVOLUTION SOCCER
PS3 AND THE FUTURE

A more powerful console should make for a better game, surely. Surely? Well this should be the case – Seabass and his team are constantly working on *Pro Evo*, creating new animations that will add subtlety and variety to each game and give the player more options. Also, the graphics will be better, which means far more spooky player likenesses, more facial expression and better-looking crowds.

Just as important will be an improved online service. Presently, it can only cope with two against two, and often suffers from serious lag. On PS3, the lag should be eradicated and we hear Seabass is working on allowing for eight versus eight games, which means in order to prevent it becoming complete chaos each player would have to play in one position and stick to it – an amazing new twist to the series.

Then, of course, there's the possibility of downloadable content - new kits, squad rosters, classic players. The power of PS3 and the brains of producer Seabass and his team mean this will be stunning.

NEXT GEN PRO EVOLUTION

CURRENT GEN PRO EVOLUTION

PRO EVOLUTION 3

- The R2 shuffle introduced, along with the drag-back – *PES3* was perfect for dribblers.
- The right analogue stick controlled the Marseille Roulette and the manual pass.
- Referees could now play advantage with a yellow icon appearing on-screen to indicate when this occurred.
- The WEFA Cup was added to the Master League.
- Young players could be developed by manually allotting them stats.

Key Move Attacking down the flanks was best way to progress, either by taking on the full backs or using the lofted through ball to get behind the defence before cutting the ball to the on rushing strikers.

PRO EVOLUTION 4

- Keepers could claim almost every corner when brought out.
- There was slowdown when the penalty areas became crowded.
- Dribbling became tricky to encourage passing.
- The Master League now had the element of 'time' which meant older players retired and younger players improve.
- Pre-season training minigames in Master League.
- Licenses acquired for Spanish and Italian leagues.

Key Move Attacking from the flanks again, followed with either a near-post double-tap cross or by dribbling into the box and drawing the keeper out, then passing for another striker to tap in.

PRO EVOLUTION 5

- Sloppy first touches and tight defences made creating chances difficult.
- Free kicks were far easier to score from.
- Shooting from distance became easier thanks to a Middle Shooting star for the likes of Gerrard and Lampard.
- Online play introduced for up to four players
- Licenses acquired for Arsenal and Chelsea.
- No more pre-season development in Master League mode.
- Even more superstar animations included, such as Ronaldinho's flic-flac.

Key Move Seabass worked hard this time around to cut out cheap moves so there's no specific way of guaranteeing a goal. Some players were deadly on free kicks, though, so many tried to tempt fouls around the box.

PRO EVOLUTION 6

- New Random mode that allows you to set up your own All Star teams from different leagues or a combination of national sides.
- New dribbling moves including the Matthews' Feint, the V-Feint and a standing stepover.
- Loads of new individual moves, including a new Ronaldinho chipped pass.
- Long passes have a lower trajectory and chipped through balls are far more delicate.
- New licenses for international teams such as England, the Netherlands and Argentina.
- International Challenge mode allows you to take a national team from the qualifying stages to World Cup glory.
- There's an advertising hoarding with PSM3's logo on it. Watch out for it.

Key Move Dodgy keepers encourage players to blast the ball at them and hope for a sneaky rebound goal.

October 2003 | October 2004 | October 2005 | October 2006 | TIME

Pub Capcom
Dev Capcom
FYI PS2 | 2005 | PSM 68 97%
Resident Evil 4 scored an incredible 97% on its original release and with an imminent re-release on Platinum (making it just £19.99) it's more essential than ever

10 reasons why we adore Resident Evil 4

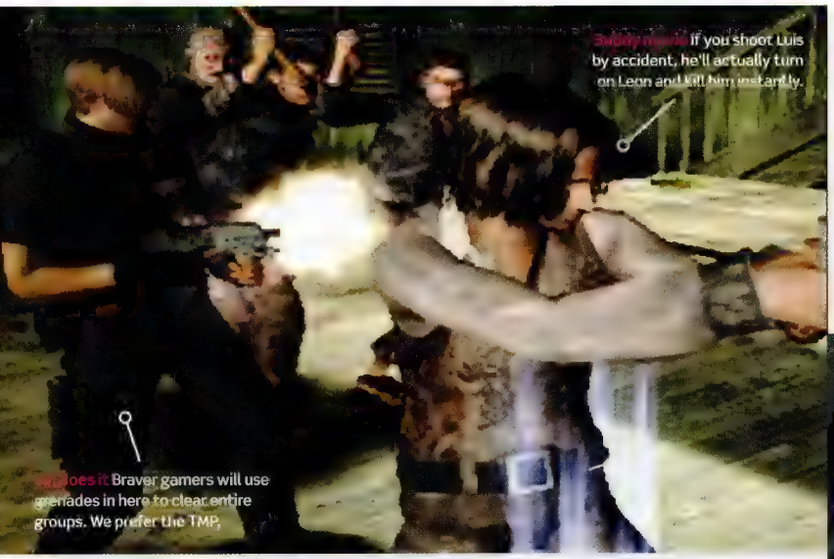
Andy Kelly

PLAYSTATION GENIUS

1 YOU CAN GET YOUR HEAD CHOPPED OFF

Your first encounter with sack-wearing lunatic Dr Salvador is one of the game's most intimidating, terrifying moments. The deafening thrum of his blood-spattered chainsaw, the way he *screams* at you and the fact that he can kill with a single powerful swipe – no matter how well-equipped you are – means that you always fear his presence. But admit it; the first time you met him you *let* him chop Leon's head off. Partly because you never believed you'd actually *see* it roll off, but mainly because you're secretly a bloodthirsty maniac. And sure enough, Salvador lunges for Leon's neck and it pops off like a fleshy cork.

Heads up It's brief, but the sight of Leon's severed head is one of the game's most disturbing moments.


Subtly menacing If you shoot Luis by accident, he'll actually turn on Leon and kill him instantly.
Explosives Braver gamers will use grenades in here to clear entire groups. We prefer the TMP.

2 THE SIEGE

It's dark, a storm's brewing and you're trapped in a musty cottage surrounded by Ganado villagers. As the rain lashes, they stalk towards your barrier of boarded-up windows, pitchforks in hand and a firey glow in their eyes. Wood and windows shatter as they spill through, jaws slung with bloody slaver. Luckily Luis is on hand and you've a shotgun for company. What follows is a frantic battle for survival inspired by zombie flick Night of the Living Dead.

3 FIGHTING GIANT TROLLS

Grassy troll If he grabs you he'll crush you, so stay away from his giant hands.
Shotgunning Play save with the costly rocket launcher or go mano-a-troll.

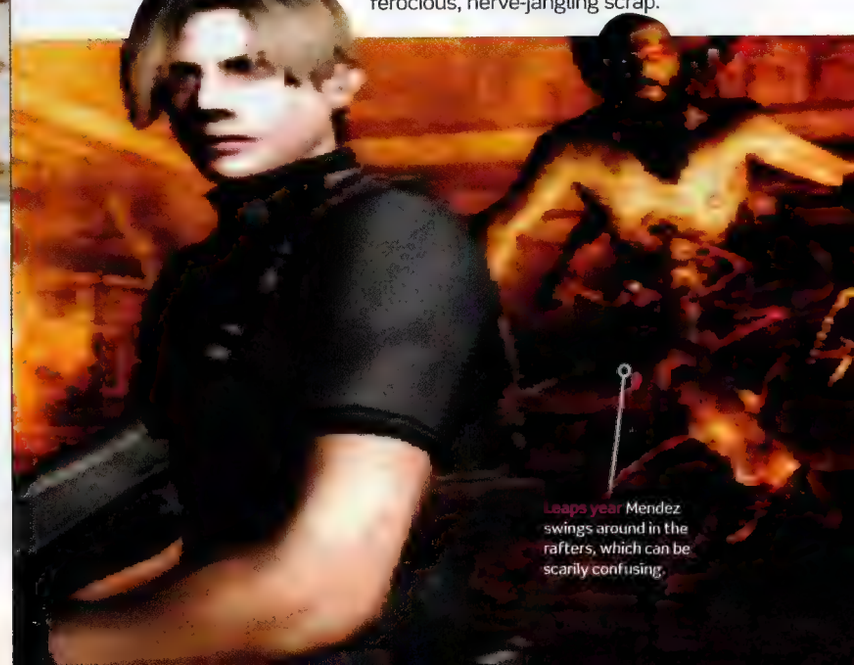
With a groan El Gigante is awakened, and he's hungry for man-flesh. As the enormous bastard lumbers around, Leon slips between his legs and shoots him in the back, revealing a thrashing Las Plagas on its back. It appears that El Gigante has been possessed, just like the Ganado villagers. Fight fair or off him with a single grenade launcher hit.

4 DRESS AS A '40S GANGSTER

Finish the game twice and you'll be granted the game's best set of costumes; a slick black zoot suit complete with white silk sash and wide-brim hat for Leon, and protective medieval armour for Ashley that makes her bulletproof. Combine the suit with the Chicago Typewriter tommy gun to complete the gangster look. It's a bit like the *Godfather*, but with zombies. And a kazillion times better.

5 GRUESOME MUTATIONS

Beardy Rasputin lookalike Mendez was always intimidating, but nothing could prepare Leon for his grisly transformation into a snarling Las Plagas monster. His torso tears in half revealing huge spike-tipped appendages and he comes stumbling towards Leon, trying to impale him. Shoot him and his legs snap off and he has to hang from the rafters. But even in this state he's still deadly. It's a ferocious, nerve-jangling scrap.



ON THE DISC
Get yourself a load of *Resi 4* wallpapers

7 BATTLING THE BLIND CLAW MAN

He's angry, he has a pair of giant claws, he's infected with the Las Plagas – and he's *blind*. Despite this 'slight' handicap, however, he's able to deflect Leon's bullets with his big bladey fingers. Cue a bizarre but tense battle involving shooting bells to fool old Blindey into turning around, when you can callously shoot him in the back. Snigger.

6 THE GIANT LAKE MONSTER

When you approach the lake it looks calm and unimposing. But when Leon takes a tiny boat out on it, you just know something's going to happen. And sure enough, the Del Lago sea creature rears its head and starts thrashing around – with your boat attached to it! For a bonus comedy death, before you get onto the boat stand on the jetty and fire at the fish in the shallows. Old Del Lago will pop up and swallow Leon whole.

Guard to beat Kill enemies to increase your time. Combos yield more points.
Soldier for hire This is HUNK, a secret character who first appeared in *Resident Evil 2*.

8 MERCENARIES

A minigame so addictive, Capcom could release it on its own and we'd still love it. Finish the game and you can play timed missions that pit you, with a handful of weapons and items, against re-spawning groups of enemies. You're awarded star ratings based on how long you last. Stupendous.

9 YOU CAN GET YOUR FACE MELTED OFF

Last time Leon went into a sewer in *Resi 2* he was savaged by mutants. In a move either spectacularly brave or spectacularly stupid, he heads into another sewer to discover that, this time, the mutants can turn invisible and sick acid up all over his face, making his skin peel off to reveal a skull and a pair of staring eyeballs. This is one of the most claustrophobic scenes in the game, and you'll jump every time a mutant appears, its eyes glowing menacingly.

GameAmmo

"In Ada's missions you see a Ganado wearing Leon's coat from the intro"

The ones we didn't pick...

Separate Ways
Ada's excellent [illegible] is an addition to [illegible] hours of [illegible] including [illegible] a moored battleship. Worth [illegible]

The Hand Cannon
The most powerful [illegible] the game. It's [illegible] that when he fires it Leon's [illegible] join [illegible] Can kill most bosses in about [illegible]

Giant Salazar
Hat-wearing evil midget Salazar has a giant statue of himself and he seems to [illegible] chasing after [illegible]

Egg Toss
If you have an egg, [illegible] and you can throw it to a Ganado as [illegible]

EMAIL PSM3
Disagree with our choice? Then send us your picks
psm3@futurenet.co.uk

10

GET A MASSIVE LASER GUN

Finish the game and the Las Plagas remover becomes available to buy from the merchant. It's an unwieldly piece of kit, but its long charge time seems insignificant when you take out an entire group of Ganados with one powerful burst. The laser is a portable version of the device Ashley and Leon use towards the end of the game to remove their infection, and it cures rather than kills – although unfortunately, removing the Las Plagas from a Ganado causes them to die regardless. Never mind, eh? It's an expensive weapon, but worth your hard-earned pesetas.

ON THE DISC
Busloads of exciting action in GTA: San Andreas

Why the best game for brilliant vehicles is GTA: San Andreas

Nick Ellis

PLAYSTATION EXPLOITS

EMAIL PSM3 @
Want a game exploded in ludicrous detail? Tell us: psm3@futurenet.co.uk

Pub Take Two
Dev Rockstar North
FYI PS2 | 2005 | PSM56 99%
Do you need us to tell you about *San Andreas*? It's the biggest, possibly best, game on PS2, in which you can almost literally do anything you choose. Drive flash motors, parachute off cliffs, become leader of a criminal gang, seduce ladies... anything. Absolutely incredible

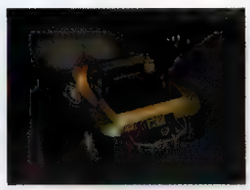
GAS-GUZZLERS GUIDE The 25 best vehicles

Gran Turismo might provide you with hundreds of fine automobiles, but does it let you blast the world with an attack helicopter? No. *San Andreas* does, plus it's got planes, speedboats, er, hot dog vans and oh-so-many more.

Your ride... At-400

Find it Las Venturas Airport

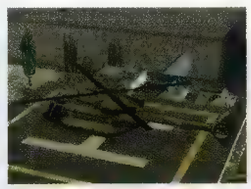
Available in a hangar in the south of LVA after you've passed all tests at flying school, this commercial airliner is the game's biggest and fastest plane.



Your ride... BF Injection

Find it Las Venturas Dirt Ring

Although not too hard to find, especially in the beach area of Los Santos, this s one of the most enduring vehicles and ideal for tearing around the countryside.



Your ride... CargoBob

Find it K.A.C.C. Military Fuels depot

There's a variety of civilian 'work horse' choppers to be found – Easter Bay airport is a prime spot – but this military transport is the daddy of rotor wings.

Your ride... Cropduster

Find it San Fierro hilltop

It's a long and winding track to reach the top of the hill where this chemical-spewing biplane is located, so take a chopper to the summit and get spraying.

Your ride... Dozer

Find it Rockshore East

Tucked away in the corner of a building site, the Dozer's scoop can be raised and lowered and used to scythe through crowds of pedestrians.

Your ride... Dune

Find it Las Venturas Dirt Ring

Nail the missions in the Las Venturas Dirt Ring and this huge 4x4 will spawn at the north side of the arena. If you're lucky, it'll come in rhubarb and custard colours.

Your ride... Hotdog van

Find it Las Payasadas

Buy yourself a 'dog from the vendor then steal his van and set yourself up as a purveyor of delicious meat snacks. But only if you're really strapped.

Your ride... Hunter

Find it Restricted area

Complete the game and you'll get this, the very best ride in the game, at your airfield. Before then, you'll have to thieve it and try to survive the missile attacks.

Your ride... Hydra

Find it Restricted Area

GTA's take on the AV-8B Harrier isn't as much fun to fly as the Hunter chopper, but makes up for it with unlimited homing missiles and bombs.

Your ride... JetMax

Find it Rockshore East shoreline

Boats are, generally, a bit rubbish but this is the exception, a turbo-charged speedboat that'll get you round the entire coast in minutes, not hours.

Your ride... Kart

Find it Ocean Flats

You need to nail the street race challenges for go-karts to spawn in numerous locations, but see the opposite page for an easy way to get one early on.

Your ride... Mower

Find it Flint County

Why waste valuable bullets mowing down the populace when you can hop in one of these and reap a bumper body harvest? Perfect for crowded areas.

Your ride... Mr Whoopee

Find it Las Payasadas

Similar to the hotdog van but with an even more phallic roof decoration, earn cash selling ices to tourists. Low on amusement, but it's an honest living...

Your ride... NRG-500

Find it Easter Basin docks

A sportier version of the common-as-muck PCG-600, you'll find it next to the dry dock in Easter Basin. Just take it to your garage.

Your ride... Patriot

Find it Restricted Area

GTA's version of the HUMVEE military command vehicle is almost impossible to get hold of without incurring the wrath of the authorities. But worth the bother.

Your ride... Quadbike

Find it Blueberry acres

The best way to get around the countryside is on a quad but, just like in real life, it's all too easy to flip them and cause yourself a great deal of pain.

Your ride... Rhino

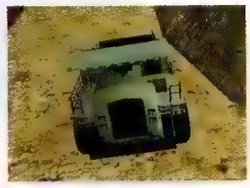
Find it Restricted Area

As with all military vehicles, if you steal one of these then prepare for an FBI shit-storm. But you've got a tank, they've got vans. No contest.

Your ride... Romero

Find it Blackfield Chapel

Neither the fastest, most durable or glamorous motor but if you want to send out a message to your rivals, drive around their hood in a hearse.



Your ride... Sandking

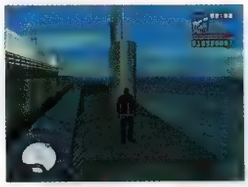
Find it 'The Big Ear'

A beast of a truck usually seen in programmes on the Discovery Channel about building dams, nothing bar a tank will stop you when you're in the Sandking.

Your ride... Sea Sparrow

Find it North of Verdant Meadows

The water-safe version of the Sparrow (that you can find atop a building in Mulholland), this is especially handy for collecting Oysters.



Your ride... Submarine

Find it Pier, Esplanade North

Not strictly a ride as you can't board the USS Numnutz (for shame), but go and take a look and then think about the possibilities for *GTA4*. Subs = must-have.

Your ride... Sweeper

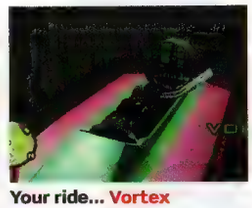
Find it Spinybed

After all those civil disturbances you've caused, isn't it time to give something back to the community? No? Well at least clean up all the bloodstains on the roads.

Your ride... Tractor

Find it Countryside

Slow they may be but tractors can be used to haul any vehicle or trailer around the place. Hook it up to a police car and take them on a tour.



Your ride... Vortex

Find it The Panopticon

This wicked mini hovercraft will spawn in various places around the map after you've done the street races, but the Panopticon is the most central.

Your ride... ZR-350

Find it Rodeo, Los Santos

One of the best sports cars in the game, and also one of the most customisable. If you're attempting a street race mission, its high acceleration rate makes it ideal.

GTA FAQ

Q How can I keep my cars?
A If you ride secure.

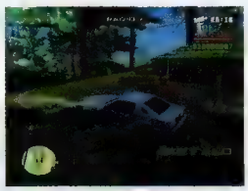
Q How do I stop being arrested all the time?
A If you're truly desperate...

GameAmmo

"Leave CJ alone long enough and he'll sing songs from the radio"

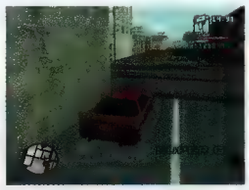
SPEEDY Five of the finest sports cars

There are plenty of mean sports cars to be found in *San Andreas*. You'll collect some for your garage showrooms during the game, but for really rare models, you're best off searching Las Venturas.



Your Ride... Buffalo
Once you've nailed Catalina's missions, this beefy muscle car will forever be available next to her 'homely' hillside shack in Fern Ridge.

Your Ride... Bullet
There's one of these ultra-nippy but fragile numbers parked outside the Burger Shot in Juniper Hollow in north-west San Fierro.



Your Ride... Super GT
Parked outside the Turning Tricks motoring school in south San Fierro, quite near to Wang Cars, is *GTA*'s version of the Nissan Skyline.

Your Ride... Tursimo
We don't know of any spawn locations for this in-no-way-a-Ferrari-F40 beast, but keep your eyes peeled for them cruising the Las Venturas strip.

Your Ride... Phoenix
One of the rarest vehicles in the game, but you can get it early if you follow the same instructions as the Hydra below, but choose the San Fierro Hills race in SF.

EXPLOSIVE How to get the Hydra early

Export and stilton First you'll need to have unlocked both the street races and the Las Venturas area. Do this by completing the car export missions.

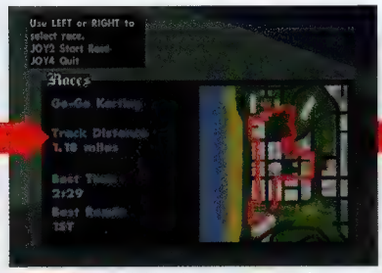
Race for the prize Head over to Las Venturas airport and using a van, hop onto the guardroom roof by the gate, enter the red marker and select the Military Service race.

Out of time Once you're in the Hydra and the race has begun, zoom back to the airport, land the plane next to the red marker was and let the clock run down.

Plane sailing Quit the race screen when time has run out and voila, the Hydra will be waiting. Reach for the skies and begin your homing-missile mayhem.

NOVELTY How to get the Kart early

Kart for kart's sake In similar fashion to the Hydra, you can get the Kart early when you unlock the street races, but this time it's the races in San Fierro.

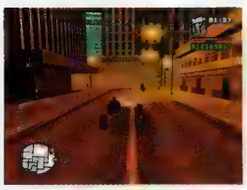


Wang warfare Head to Wang Cars near your garage in Downtown once you've completed the Wang Cars missions and pop round the back to access the races.

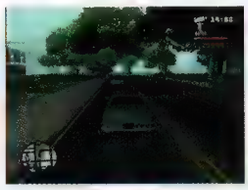
Kart mechanic Choose the Go-Go Karting race and you'll find yourself in the Kart. Don't bother with racing, instead drive the car into your Downtown garage.

Time's running out As with the Hydra, let the clock run down until you're out of time, quit the 'choose race' screen then head back to the garage to find the Kart stored.

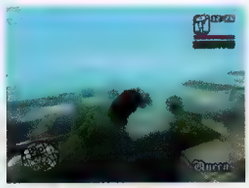
NAUGHTY Six of the best vehicle-related cheats



Cheat... Invisi Cheat
Make all cars appear with only their wheels visible. Press △, L1, △, L1, ○, L1, L1 mid-game. Simple. Doesn't work for bikes, though, unfortunately.



Cheat... Floaty Cheat
Make all AI-driven cars float away when you crash into them. Press R1, L1, ↓, ↓, ←, ↓, ←, ←, L1, ⊗. Endless fun. Well, nearly endless.



Cheat... Flying Cheat
Forget all that nonsense about aircraft, make cars fly by hitting R2, ↓, L1, ↑, L1, ○, ↑, ⊗, ←. Take that, British Airways. We don't need you any more.

Cheat... Monster Cheat
Get yourself a monster truck by pressing →, ↑, L1, L1, L1, ↓, △, △, ⊗, ○, L1, L1. Then take it out on the road and terrorise pedestrians and other drivers.

Cheat... Hotring Cheat
Don't bother with all the arena races – you can get yourself a Hotring Racer just by tapping in L1, ○, L1, →, L1, L1, ⊗, ⊗, R2, L1.

Cheat... Rich Cheat
Turn the traffic from ordinary cars to sports cars and rare rides by entering ↑, L1, L1, ↑, →, ↑, ⊗, L1, ⊗, ⊗, L1. All those posh motors can be yours.

RARE How to get some unique vehicles

If you don't mind deliberately failing missions, you can grab unique vehicles from some characters in the story. Some look dull, but are bulletproof, damage-proof, fire proof or everything proof.

Unique ride... Pink Club
Give Millie dildos and dress in the gimp suit when on dates to impress her to a 50%+ level, then you can grab her Pink Club from outside her house in San Fierro.

Unique ride... the Picador
Purchase the property in Verdant Buffs. Start the mission, drive the Picador to the house, park in the garage, kill yourself, head back to the house, save. Easy.

Unique ride... Camper van
After flaming all the weed and taking down the chopper, just pop one in The Truth's ass then hightail it back to to a garage in his Mothership camper.

Unique ride... Party van
Buy the property by the pier in Los Santos, then at the beach party, bust some moves and you'll be invited in the van with the sound system. Nick it.

Unique ride... Savannah
Win the race with Cesar in the High Stakes, Low Rider mission then wait for him to finish. Hit the Savannah to make him get out, scare him off with a bullet.

ON THE DISC
Take a look at our library of cheats and Easter eggs

PLAYSTATION SECRETS

Meet the guy that's waiting at the end of Dragon Quest

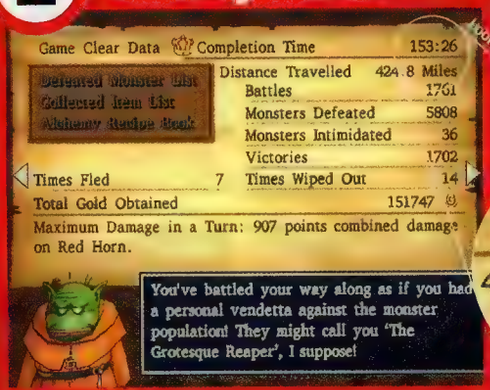
Purple reign
Rhapthorne may look like he's been bathing in Ribena, but this blackcurrant psycho takes over 5600 hit points to kill. And that's *after* you've spent an age shattering his protective shield.

"153 hours and 26 minutes to complete!"

1 Party time

You did it! The frog-faced King Trode (front left) and Princess Medea (the lady making a toast) are magically turned into their true form – though the king doesn't look much different. Even the castle Trodain is free of vines. It really is a time for celebration.

2 Stat's your lot


Game Clear Data
Completion Time 153:26
Defeated Monster List
Collected Item List
Alchemy Recipe Book
Distance Travelled 424.8 Miles
Battles 1761
Monsters Defeated 5808
Monsters Intimidated 36
Victories 1702
Times Fled 7
Times Wiped Out 14
Total Gold Obtained 151747 G
Maximum Damage in a Turn: 907 points combined damage on Red Horn.
You've battled your way along as if you had a personal vendetta against the monster population! They might call you 'The Grotesque Reaper', I suppose!

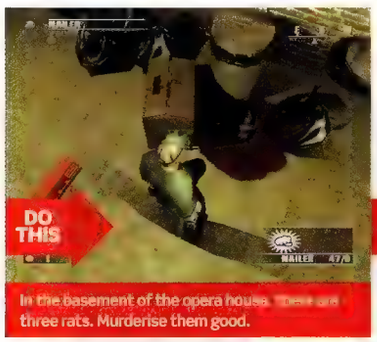
Time's up You're not seeing things, that completion time really is 153 hours and 26 minutes. Talk about value for money, eh? Though we can't help thinking we could've been doing something more worthwhile with that time. Like washing tramps.

3 More quests. Yay!

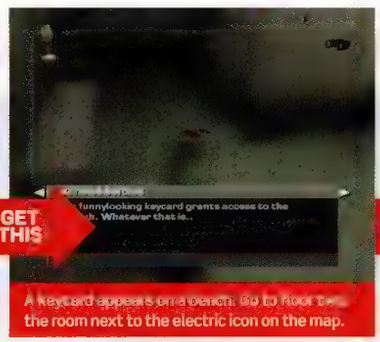
Go quest As the tears of the final scenes (we won't spoil it here) dry up, *Dragon Quest* offers another little treat in the form of the Dragovian Sanctuary. We'll keep its location secret, but let's just say the *actual* dragon quests are just about to begin.

PlayStation's best kept secrets uncovered

Access the Rat Club › Hitman: Blood Money › Secret area



In the basement of the opera house. There are three rats. Murderise them good.



A keycard appears on a bench. Go to Room 3 in the room next to the electric icon on the map.

Look – it's rats looking and playing poker! We went a bit mad and shot them to death. Oops.

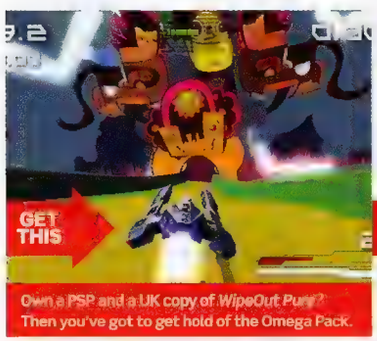
Retro game › Prince Of Persia: Sands Of Time › Extra level

At the start, hold L1 and press ⊗, ⊚, ⊗, ⊚, L1, ⊗, ⊚, ⊚ to see the opener of the original *PoP*.

Hunt about and you'll find the lovely pictures of the developers. Aren't they bee-yoo-tiful?

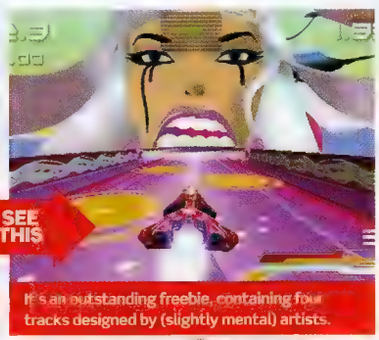
There's also, for some reason, a crate of *Prince Of Persia* beer. We'd rather Magners, ourselves.

Download › WipeOut Pure › New tracks



Own a PSP and a UK copy of *WipeOut Pure*? Then you've got to get hold of the Omega Pack.

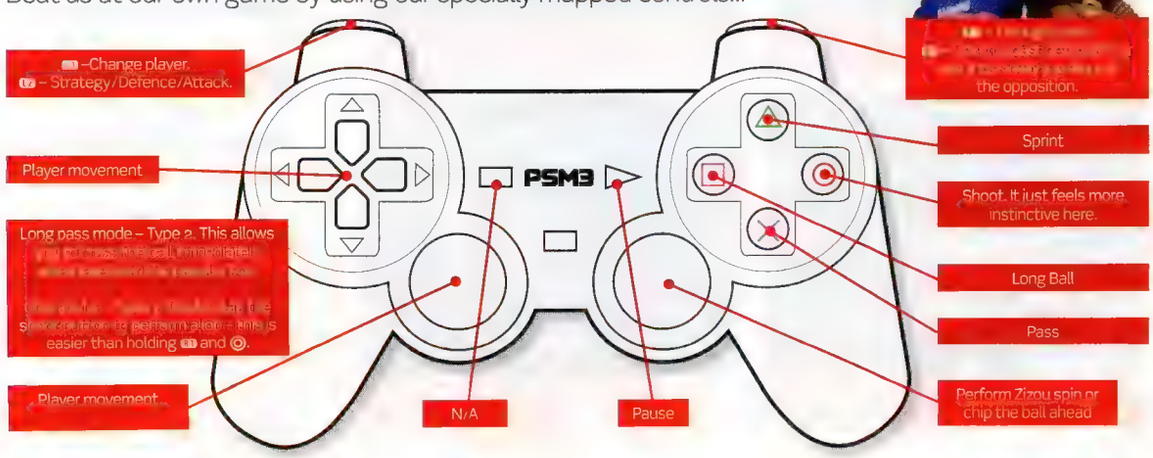
You can download it – for free! – through a Wi-Fi connection, direct from the developers.



It's an outstanding freebie, containing four tracks designed by (slightly mental) artists.

Use our unique PES5 Top Config

Beat us at our own game by using our specially mapped controls...



The Top 5 Cheats you *must* know

1 Fifa Street 2
All venues
At the main menu, hold L1 + ⊚ and press ←, ↑, ↑, →, ↓, ↓, →, ↓. This will unlock all the venues.

2 Over the Hedge
Level select
Pause the game, hold L1 + R1 and press ⊚, ⊚, ⊚, ⊚, ⊚, □ to unlock all levels.

3 Need For Speed: Most Wanted
One Stop Shop marker
At the title screen, press ↑, ↑, ↓, ↓, ←, →, ↑, ↓. This will unlock a special marker for the Junkman Engine part in the back room of the One Stop Shop in career mode.

4 Pirates of the Caribbean: Dead Man's Chest
Refill health
While playing, press ⊚, ⊚, ⊚, ⊚, ⊚, ⊚, ⊚, ⊗ to refill your health bar whenever you feel like it.

5 Cars
Unlock all tracks and minigames
Enter 'IFgooHP' as a code to instantly unlock every track and minigame. How easy is that?

ON THE DISC
Find out how to make more celebs on the disc

PLAYSTATION FACE-OFF

Give Pete Doherty a right good kicking in Smackdown

Andy Kelly

01 Doherty writhes on the floor, gagging for some 'magical sweets' as Angle beats his skinny ass.

02 Want a hit record? Try this. Kurt-o twangs the jaunty troubador asswards into a jukebox. Smeck!

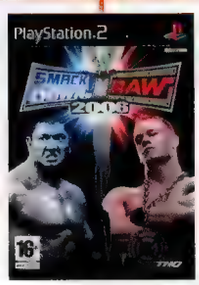
03 Doherty staggers around, numbed – just like at one of his gigs. So Angle brains him with a bottle.

06 Angle tosses Pete over the bar to finish off. "Mine's a Babycham-bles!" he groans. Game over.

05 Years of 'partying' have lowered Doherty's pain threshold. A final suplex and it's almost bedtime.

04 Not even Pete's twatty hat can cushion the blow. Angle grabs him in a lock and squeezes.

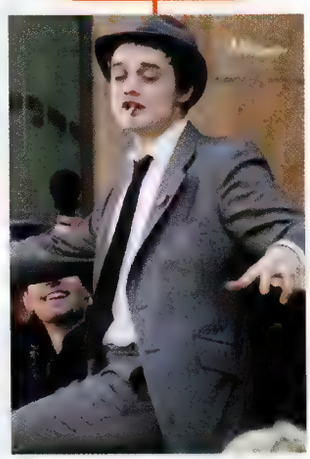
USE SMACKDOWN!



Go to Create A Wrestler mode

Editing Tip Input items in order given as some effects rely on layer stacking

MAKE DOHERTY!



Morphing Menu

Head	(-86, 45, -77, -85)
Eyebrows	(29, 12, 47, -59)
Eyes	(88, 100, -12, 27, -56, 14, -33)
Nose	(-7, 100, 88, 0, -30, -10, 21, 11)
Cheek	(14, 0, 0, 7)
Mouth	(0, 10, -86, 20, 37, 100, 18)
Jaw	(38, 32, -29, 0, -44, 62)
Age	28

Morphing Continued Menu

Hair	31/91 (84, 57, 35)
Eyes	11/91 (12, 69, 30)
Eyebrows	48/48 (93, 59, 37, 100)
Lips	1/35 (97, 50, 35, 33)

Body Menu

Body Type	Ripped/Thick +6
Height	6'7"

Outfit Menu

Legs	Pants 18/62 (43, 0, 14, 0)
Torso	Clothes T-Shirts 56/101 (43, 0, 94)
	Clothes Jackets Jacket 9/38 (43, 0, 23)

Feet Menu

Shoes	32/45 (43, 0, 38)

Biography

Name	Pete Doherty
Nickname	The Libertine
Signs	Union Jack
Announcer Name	Animal

Example: Hair 12/91 (0, 0, 10) means use Hair 12 of the choice of 91, leave first two values as normal, change length to 10. Leave items without values as default

XBOX WORLD
360
CHRONICLES OF RIDDICK MEETS HALO - IN HELL. A HUGE EXCLUSIVE ON THE GORIEST, NASTIEST, MOST INVENTIVE GAME OF THE YEAR.
THE DARKNESS
HALO 3
THE INTERVIEW THEY ALL WANTED WITH THE MAN BEHIND THE UNIVERSE...
HALF-LIFE 2
THE 360 VERSION BLOWN APART BY OUR EXPERTS.
4 FREE GIFTS!
PLAY! VIDEOS OF HALF-LIFE 2, CALL OF DUTY 3 AND MORE
COMPLETE! DEAD RISING AND SAINT'S ROW REVIEWS 'N' TIPS
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ON THE DISC
A stack of shots of *Battlefield 2* in multi-player action
Extra/Screens

Fight bloody war in Battlefield 2: Modern Combat and win

Nathan Irvine

Pub EA
Dev DICE
FYI PS2 | 2005 | PSM2 68 - 82%
It may have scored well but *Battlefield 2: Modern Combat* sort of sapped off the radar with a thump. However, a strong online fanbase exists thanks to the sheer quality of the experience it offers. We suggest that you sign up for battle. And that's an order, soldier.

PC and Xbox owners have had their fill of online blasting for ages. *Halo*, *Counter-Strike* and dozens of other first-person shooters have been tried, tested and shot to pieces while PS2 owners have had to make do with dual-screen battles on *Splitters*. But *Battlefield 2: Modern Combat* is some sort of salvation and a great example of what can be achieved online and why net play will be vital to PS3.

The original *Battlefield* started life as a PC game. Thousands of virtual troops took to the servers and dished out death while banging about with their buddies in jeeps, tanks and choppers. *Battlefield 2* refined the concept and then came to PS2. And guess what? Everything from that game is here and you don't need a ninja computer and top-spec graphics card to make it run.

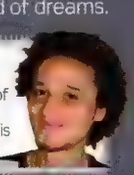
Most startling about *Modern Combat* is that it's almost complete lag-free, meaning you get to join 24 like-minded soldiers for a completely smooth Capture The Flag battle. Even when you're hovering in a 'copter with a few comrades there's rarely any slow-down – though there can be a fair bit of pop-up.

War blimey

But the best thing about *BF2* is the way it *feels like war*. (Well, we think. We don't know, obviously, we get the fear just watching those army recruitment ads.) Chattering with your online mates over a USB headset offers tremendous camaraderie and you'll need to have your wits about you as bullets ring by your ears – often from your own team-mates. Yup, you get the odd idiot who thinks it's funny to shoot you in the back or blow up your vehicle with you inside it. You can then either a) vote to kick them out of the game (three votes and they're gone) or b) hunt them down and ram a knife in their neck. In the game, obviously.

Anyway, *Battlefield 2* is a treat and our favourite online PS2 game yet. There are plenty of people to blast, a nice array of military vehicles and an expansive landscape in which to indulge in some serious conflict. It's a battlefield of dreams.

ONLINE VERDICT



Lots of players? There are thousands of troops online now and ready for war.
Buy it just for online? Absolutely. This is the finest net shooting you'll find on PS2.

GAMEPLAY Defining moment

When it all comes together for you and your comrades it's a great feeling to just sit around and protect your territory, safe in the knowledge that your squad has every angle covered. Now just wait for the enemy...

Smoke trails
The satisfying smoke plume spirals into the air as you and your mounted gun make light work of an armoured vehicle – or anything else in range.

Never overheat
Thankfully, these never overheat so you can reel off caps until your ammo runs dry. Or you get shot in the face. They're great for protecting bases.

Victim's identity
Every confirmed kill flashes up on screen so you know who you've just taken down. Nice.

FEATURES The kill zone

Competition is rife in *Battlefield 2: Modern Combat*. One lapse of concentration and you could be shot to ribbons quicker than you can say 'ceasefire'. The last thing you want is to be outed as noob almost instantly, so check out these cheeky tips for scoring some easy kills and climb the regimental ladder to success.

1 Explosives

There's nothing like an enormous blast to cut down a few troops at once. Whether its land mines, grenades or a well-placed rocket, you can't beat sending a posse of soldiers to an early grave. So as soon as you come across a squad of troops, don't spare the explosives and pummel them with everything you've got. Then sit back and watch as they drop like burning flies. Be careful not to blow up your allies, mind. That's a booting out offence, private.

2 Vehicles

Jumping into a tank or humvee is like having a two-ton Kevlar vest strapped to your body. Without the aching back, obviously. It'll soak up the enemies' bullets longer than your brittle chest will and don't be afraid to plough through foot-soldiers as if they were skittles. Getting deep into an enemy base and doing donuts like a joyrider will send hapless soldiers flying. Watch out for landmines, though, because they'll put an end to your fun in spectacular fashion.

3 Snipers

Camping isn't just for bargain holidaymakers and Dale Winton – it's the term used when snipers lurk in perfect sniping spots. Find yourself a high place, like the top of a building, lie prone and then watch through your scope as unsuspecting troops wander into your deadly sights. This method is equally effective when shuffling through bushes and mountain passes – just don't give your position away and get spotted, or you'll be deader than disco.

RANKS General Chaos

At any point in the game you can check your ranking in the world of *BF2: MC*. Here you can see an overview of your statistics.

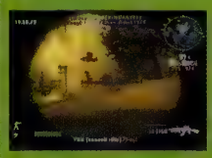
As a secondary objective – your primary one being to kill everyone – you can earn medals to climb the ladder from private to general.

You're also awarded ribbons for passing certain landmarks – like competing in 500 sessions – again allowing you to climb the military ranks.

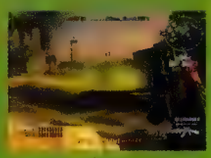
Online Highlights

Battle Report

Once into the dropzone we followed the pack. You know, so they could take the hits from an ambush instead of us.



We found our feet and it was ZhugE who tasted our crack skills with a neat headshot. Stay down!



We stupidly crashed our car and managed to get trapped inside it. Still killed wolf789, mind. The fool.

Yeehah! With CYPRIEBO in the pilot seat we unleashed lead fury from our chopper in the sky...

but we just didn't bank on him being sniped and us hurtling to the ground like a fat rock. Whoops.

Harshest insult

Trash talk from cyberspace

"You can't fricking shoot straight, noob"

ur_mothers_fat_ass

Community service

What kind of players do you meet?

We were expecting a fairly humble turn out on the battlefield, but what we found was astounding. There were literally thousands of people either mid-game or on the cusp of setting one up. And they're a friendly bunch. Just a few chum requests later and we's got ourselves a small army of friends. Unfortunately, there isn't really a clear distinction between newbie and expert servers, so finding your feet can be fairly difficult at first. But stick with it and you'll soon be offing grunts with the best of them.

Current world champion

Name DELTA_CLAN_1 **Medals** 15
Total Points 202289

The John J. Rambo of the online war ground is DELTA_CLAN_1. This 5-star general has notched up 15 medals and a staggering 612 points per hour. That's a helluva lot of killing.

ON THE DISC
Check out more action from Psychonauts on the Extra disc

PLAYSTATION CLASSIC

Why Psychonauts will make you laugh and make you cry

David Cook

Pub THQ
Dev Double Fine
FYI PS2 | 2005 | PSM65 90%
Jump into the minds of madmen in one of the finest platformers on PlayStation 2

***Psychonauts* is a masterpiece of imagination.** So many other platformers seem happy to limit their ambitions to humdrum locations, but by setting levels *within the heads* of various different oddballs and freaks, *Psychonauts* takes a quantum leap ahead of its rivals. Instead of forest worlds, you get an art gallery decked out entirely in black velvet with (oddly) a bullfighting arena slap in the centre, instead of ice levels there's an army training course and instead of underground caves there's *a circus made of meat*. And it's got a story far beyond the usual 'defeat big dumb baddie' that you're expecting. In fact, *Psychonauts* plumbs every emotion in the book – love, fear, anger, hate, joy, sorrow – and makes you laugh out loud one minute and feel utterly desolate the next. In short, it's the most original platformer on PS2.

The story is *Psychonauts'* real driving force: child circus star Raz has fled the big top and winds up joining the Psychonauts' training camp, who are teaching their students how to zip in and out of other people's minds at the drop of a hat, the way they do. As you'd expect, bad things happen and all the 'nauts are captured, leaving Raz to stage a daring rescue, which involves him entering the heads of all manner of folk – all of whom have heartbreakingly moving stories to uncover.

Take the tale of downtrodden actress, Gloria, imprisoned in an asylum and living purely inside her own head, where she constantly replays her career failures over and over again. When you first encounter her in the decrepit theatre she's created in her mind, she's weeping in despair and as you uncover her sad story, it's impossible not to be at least a little bit moved.

EMAIL PSM3 @
What do you think of *Psychonauts*? Mail us: psm3@futurenet.co.uk

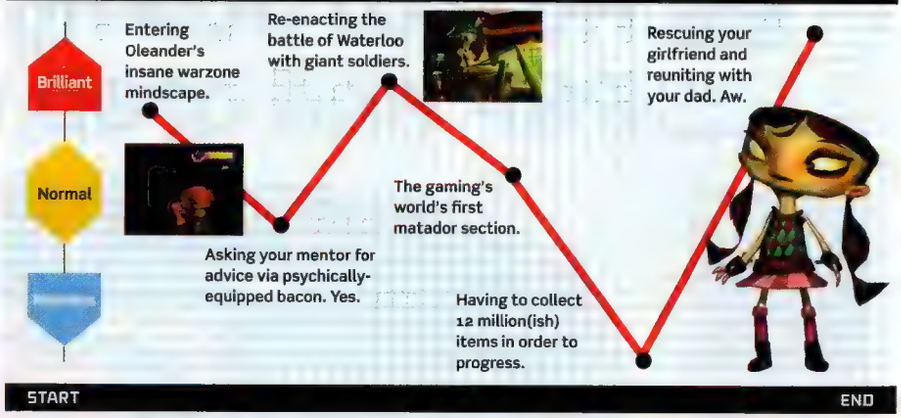
And the way you discover the details of each character's life is a stroke of genius. Rather than watching lengthy cut-scenes (although there *are* loads of 'proper' cut-scenes elsewhere in the game), Raz gradually uncovers a series of beautifully-sketched slideshows which, in still frames, convey more emotion than any number of animated vignettes. For instance, one set

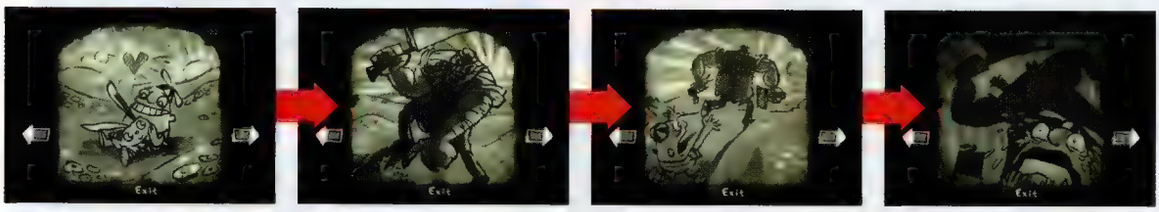
The defining moment...

Delving into a madman's mind

Inside their heads
Once you've entered someone's head, the only way to go back inside later is by looking Raz up to the Brain Tumbler. It looks painful, but transports Raz to an area where the minds of nearly every character in the game can be entered.

The *Psychonauts* Thrill-O-Graph


Brilliant
Normal
Entering Oleander's insane warzone mindscape.
Re-enacting the battle of Waterloo with giant soldiers.
Rescuing your girlfriend and reuniting with your dad. Aw.
Asking your mentor for advice via psychically-equipped bacon. Yes.
The gaming's world's first matador section.
Having to collect 12 million(ish) items in order to progress.
START
END

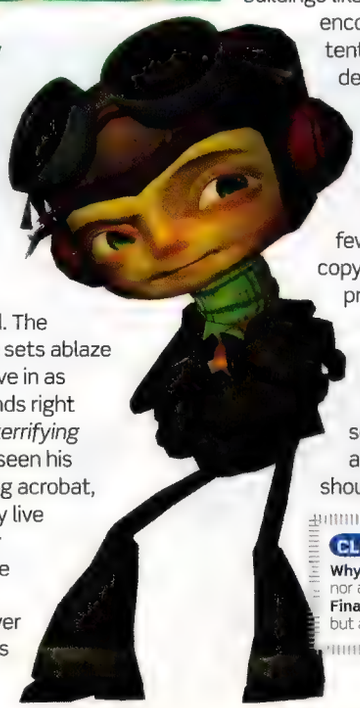


Rabbit stew This repressed childhood memory is what drove Oleander mad – his butcher dad killed his pet bunny. Go on, shed a tear. You know you want to.

Float your boat Various telekinetic powers are used in *'Nauts*, including levitation.

of drawings show Gloria being cruelly abandoned at stage school, before being whipped, beaten and finally driven round the twist. Just you *try* not getting a little bit wobbly-lipped yourself.

Psychonauts is a story about the importance of coming to terms with the past, not dwelling on things and looking *forwards*, not back. Otherwise, madness lies ahead. The game begins inside Raz's head, as he sets ablaze the caravan he and his dad used to live in as an attempt to bury his past, and it ends right back there, as he's forced to fight a *terrifying* embodiment of the way he's always seen his father – a giant, fierce, fireball-flinging acrobat, whose expectations he can't possibly live up to. The furious screams of "Better be careful... Daddy's gonna kill ya!" are infinitely chilling. But if Raz doesn't defeat his personal demons, he'll never move on and will spend the rest of his days trapped *in his own head*, like the poor sods he liberated had been doing all their lives. But of course, when Raz's dad finally catches up with him in reality, he turns out to be a lovely man who's only ever wanted the best for his son.



Laugh yourself sick

So *Psychonauts* certainly says rather more about human nature than, for instance, *Ty The Tasmanian Tiger*. But it's laugh-out-loud funny too, as you'd expect for a game created by Tim Schafer, the man behind PC classics like *Day Of The Tentacle*. Take insane lab assistant Sheegor and her hyper-intelligent tortoise, Mr Pokeylope, for instance – or the scene in which you're transformed into a giant inside the lungfish's head and run about stamping on all the buildings like Mr Stay Puft from Ghostbusters, your encounters with the camp bully or Raz and Lili's tentative steps towards romance – "Lily, a deranged madman is threatening to take over the world with a terrifying psychic army!" "Oh my God! [pause] Let's make out!" The list goes on.

As we said, *Psychonauts* touches every emotion – and that, sadly, includes heartbreak. And what's heartbreaking is how few people went out and bought themselves a copy, thus missing out on one of the most thought-provoking and – lest we forget – most *fun* games out there. Worse, it all ends perfectly set up for a sequel that we really don't think we're now going to get. On the plus side, you should be able to pick it up fairly cheaply these days. Do so, we implore you. It's an experience not like anything else on PlayStation 2 and one you really should discover for yourselves.

CLASSIC VERDICT

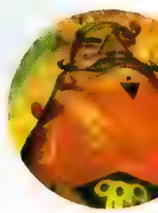
Why now? There aren't any new platformers about, nor any scheduled for PS3's early days..
Final thought *Psychonauts* might look a bit kiddy, but appearances can be very deceptive.

The Top 5

Little known *Psychonauts* facts

1 It could have been ever weirder
The main character was originally scheduled to be a schizophrenic ostrich. Seriously. We're not too sure how that might've worked in the end.

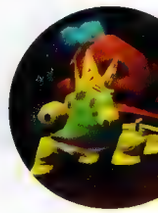
2 Heart attack
Coach Oleander, the army chief, shares his name with a herbal poison that causes the heart to shut down completely.



3 Box of tricks
Psychonauts was first planned to be an Xbox-only exclusive. Thankfully, that didn't happen.

4 Drugged up
The term 'psychonaut' can also be used to refer to someone who takes copious quantities of mind-altering drugs.

5 Acting superstar
Nick Jameson, voice of Mr Pokeylope the tortoise, appeared in season five of 24 as the Russian president. What versatility!

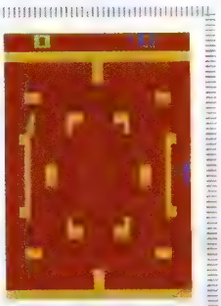


ON THE DISC
Read the full Homebrew FAQ and Essential Homebrew list

PLAYSTATION HOMEBREW

How to downgrade your PSP and grab free stuff!

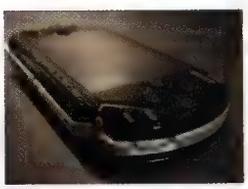
Luke Albiges



Firmware Version 2.0
FYI Turn back the clock on your PSP and return to the 1.5 firmware. This will really open the door for hundreds of amazing homebrew apps lurking fresh 'n' wild on the internet
Apps MPH Downgrader, Sony Firmware 1.5 update
Also need PC or Mac, USB cable
Web http://forums.qj.net/showthread.php?p=177883
Skill level Easy

WHY DOWNGRADE?
It's widely accepted that 1.5 is the standard for homebrew. Many programs are made especially with 1.5 in mind and will not work on anything higher while the interface and ease of use it offer makes it that much more user-friendly into the bargain.

DOWNGRADE Do it like this

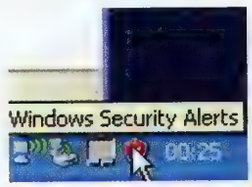


Downgrading is the process of knocking your firmware back to an earlier version to help run homebrew games and apps. It's not a tricky procedure, especially if you follow this guide to get you PSP ready for all the homebrew you can throw at it.

Step 1 First up, check your firmware version by scrolling left through the PSP's front end to reach 'Settings', then choose 'System Settings' followed by 'System Information'. This guide is primarily for 2.0 users so if you've got that, you can skip onto Step 3.

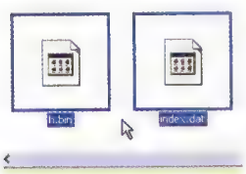
Step 2 You're not on 2.0? Shame. Still, 2.5/2.6 users can ignore this tutorial and grab an extremely user-friendly downgrader from http://www.psp-hacks.com/file/605 (you'll need *GTA:LCS*) while 2.7 and above cannot be downgraded from just yet.

Step 3 You've got 2.0 then? Splendid. Point your internet browser at http://forums.qj.net/showthread.php?p=177883 and download the two essential files – MPH Downgrader and 1.5 Update EBOOT – from the very top of the page.



Step 4 Before you unzip them on your PC/Mac desktop, disable any antivirus software you may have running – these files are from a trustworthy source (pspupdates.com) but the antivirus program will mistake the downgrader for a PSP-bricking virus. Do this, then unzip.

Step 5 Plug in your trusty USB cable and set the PSP into USB Mode to establish the link between handheld and computer. Go to My Computer and double click the removable drive that will have appeared once your PSP is connected to the PC via the USB cable.



Step 6 This first folder (where you should see a folder called PSP) is your root directory – copy the index.bat and h.bin files you just extracted from MPHdowngrader.zip to this location.

Step 7 Now go into the PSP directory then the PHOTO directory on your memory stick and copy over overflow.tif to this location.

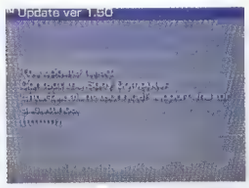
Step 8 Back up to the PSP directory and go into the GAME directory. Create a new folder called UPDATE (must be capitalized) and drag over the EBOOT.PBP file, which is the 1.5 firmware installer.

Step 9 That's the files sorted, so cancel USB mode on your PSP and unplug the USB cable. You'll need to plug your PSP into the mains to charge now – as with any firmware update, this process will need full battery power and the AC Adapter plugged in in order to work.

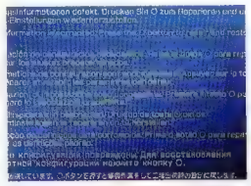
Step 10 Once the PSP is fully charged, browse its menus and go to the Photo option. Go through your images until you reach the overflow.tif file you just added. When you reach it, the screen will go black and display a few lines of characters but don't panic – this is OK.

Step 11 Leave it a minute or so before shutting down the PSP completely. Again, leave it a few seconds and then turn it back on. If you check your firmware version now, you'll see that the PSP has been tricked into thinking its running the original 1.0 firmware.

Step 12 Time to 'upgrade', then. Navigate the PSP menus to the Game option, scrolling down to the Memory Stick option. Here, you should see the 1.5 Firmware Update, which you should run right now.



Step 13 Provided you've got ample power and the PSP is still plugged into the wall, the firmware update should go perfectly until it hits 99%, when it will give an error message and crash. Ignore this – the process has worked and you just need to shut down the PSP to finish.



Step 14 Restart the machine and you'll see your final error message of the day, this time telling you it needs to rebuild system data in various languages. This is a simple process so just hit ◎ and after the reset, set up your machine just like you did when you bought it.

Step 15 It's now safe to unplug the AC Adapter but we'll want to clear those downgrader files off the PSP – set up the USB connection to the PC and delete overflow.tif from the Photo folder and the two other recently added files (h.bin and index.bat) from the root directory.

Step 16 Disable and unplug the USB cable from the PC, leaving your PSP handheld as Sony intended.

Step 17 That's it. If all has gone according to plan, you've got a lovely 1.5 PSP that can run all the homebrew you could ever throw at it. Congratulations.

GameAmmo

"Looking for homebrew? www.hackmypsp.com is a great place to start. Happy hunting."

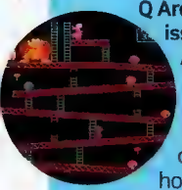
Homebrew FAQ

Enlightenment in a jiffy

Q What is 'homebrew'?
A Homebrew refers to any piece of PSP software that is unsanctioned by Sony. These unofficial programs are usually downloaded from dedicated websites and include emulators to play retro games, indy games, and non-game software applications.

Q How do I find homebrew?
A Here's a few sites (among many) to get you started: hackaday.com, hackmypsp.com, pspupdates.com and fanjita.org

Q How do I run homebrew?
A See left or check out: http://forums.qj.net/showthread.php?t=13796



Q Are there any compatibility issues?
A You betcha. Homebrew compatibility depends on which PSP firmware you're running. Sony release firmware updates on a regular basiss to disable homebrew, while hackers race to crack Sony's latest code. It's an eternal struggle and the goalposts are shifting all the time. Currently, you can only run homebrew on firmware 2.7 with a modchip. So you'll need firmware 2.6 or lower until 2.7 is hacked.

Q How do I check my firmware version?
A Start up with no UMD in the drive. Go to 'Settings', then 'System Settings' then 'System Information' in order to find your firmware version.

Q Can I rip UMD games to my memory stick?
A Hackers have found a way, but it's copyright theft, illegal and not recommended.

Q What's 'bricking'?
A Bricking is frying your PSP with a dodgy bit of code. Stay safe by using known sites, reading user comments, and being paranoid. Most homebrew is fine, but accidents can happen.
More FAQ fun on the Extras disc.

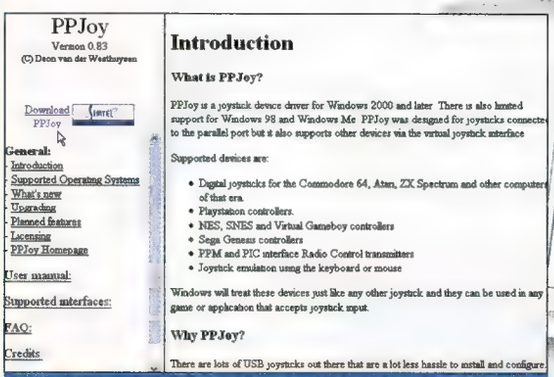
CAUTION! CAUTION!

Everything has been tried and tested but PSM3 can take no responsibility for PSPs damaged through the use of homebrew.

CONTROL

Use your PSP as a Windows PC controller

We've all heard how Sony plans to use the PSP as a controller for PS3, but why not beat them to the punch and use your handheld as a wireless PC controller today? This trick works by enabling a couple of programs on your PC as well as one on your PSP to set up the wireless connection, at which point the handheld acts as a regular controller. With the programs at www.psp-hacks.com/file/693 and a joystick config utility called PPJoy (www.geocities.com/deonvdw/Docs/PPJoyMain.htm), PSP can be set up for use either with full commercial games or powerful PC emulators. Naturally, you'll need a wireless-compatible PC to get this little trick to work but the readme.txt file in the first Zip file we mentioned (www.psp-hacks.com/file/693) contains a step-by-step walkthrough to set up and use your PSP as a PC controller. Enjoy!


PPJoy
Version 0.83
(C) Deon van der Westhuyzen
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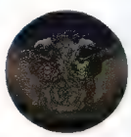
General:
Introduction
Supported Operating Systems
What's new
Upgrading
Planned features
Licensing
PPJoy Homepage
User manual:
Supported interfaces:
FAQ:
Credits
Introduction
What is PPJoy?
PPJoy is a joystick device driver for Windows 2000 and later. There is also limited support for Windows 98 and Windows Me. PPJoy was designed for joysticks connected to the parallel port but it also supports other devices via the virtual joystick interface.
Supported devices are:
Digital joysticks for the Commodore 64, Atari, ZX Spectrum and other computers of that era.
Playstation controllers.
NES, SNES and Virtual Gameboy controllers
Sega Genesis controllers
PPM and PIC interface Radio Control transmitters
Joystick emulation using the keyboard or mouse
Windows will treat these devices just like any other joystick and they can be used in any game or application that accepts joystick input.
Why PPJoy?
There are lots of USB joysticks out there that are a lot less hassle to install and configure

In control. This website tells you all you need to know to make PSP into a wireless PC controller. It's like all your dreams come true. Except that one.

Use your PSP as a wireless PC controller. If you like.

UPDATES

Zelda for PSP?



Okay, so it's not an official Nintendo release but *Legend Of Hyrule: Linken's Quest* is still looking impressive. This *Zelda*-inspired RPG is still very much in its infancy and this initial release is extremely limited in terms of content. What it does do, though, is show massive promise for the future if the pair of developers can continue in the same manner. Grab the demo version today from http://pspupdates.qj.net/ to get a taste of what the full version will deliver.

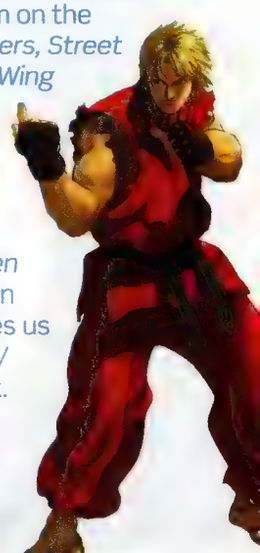
Making Maths Marvellous

Anyone with an Xbox 360 will know the wonders of *Geometry Wars*. Now comes *Trigonometry Wars*, a PSP homebrew title inspired by Bizarre Creations' frantic shooter. Point your browser at http://dl.qj.net/dl.php?fid=9244.

Right angles. [illegible] play it on PSP. More or less, anyway.

Capcom Crazy

Capcom have made some of the greatest coin-op games ever and now you can play them on the go. *Darkstalkers, Street Fighter, Giga Wing* and even *Marvel vs Capcom* run. Playing the arcade version of *Alien vs Predator* on the bus makes us happy. http://dl.qj.net/click.php?pid=122&fid=9242.



It's Ken out of *SF2*. We like Ken. Yes.

Art-house LocoRoco T-Shirts

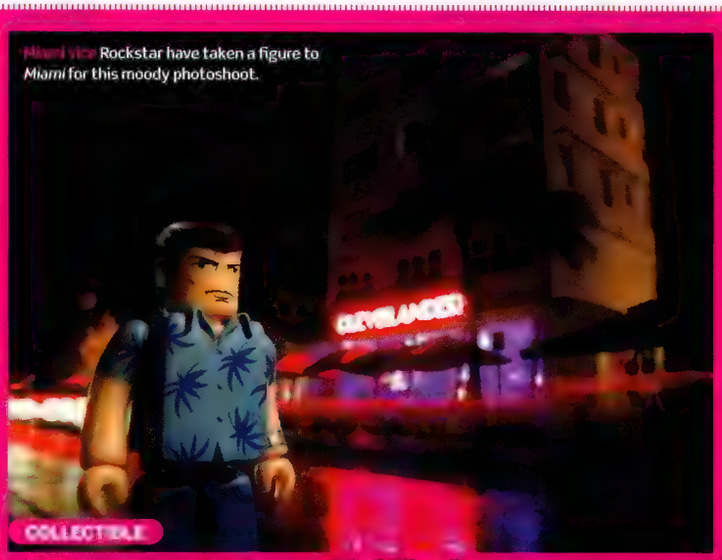
Sony are putting a smile on your face – and chest – with an unusual collaboration between the world's happiest game and cutting-edge French fashion designers. These limited edition *LocoRoco* shirts were designed by French-Japanese designers Emilie Casiez (see more of her work on www.emiliecasiez.com) and Shobo Shobo (www.shoboshobo.com/), for French Playstation website Artcade, a creative website for photo, video, animation and music (see www.artcadeplaystation.com). "Sony asked me to get involved through Myspace, with freedom to mix my world with the game," reveals Emilie, who set up her own clothes label after graduating from prestigious fashion school Le Studio Bercot. "I played the game only once, but I loved it! I like the orange one with the antenna on his head – always smiling!". Other fantastic *LocoRoco* merchandise includes key rings (watch out for the Italian tenor-style blue ones), a rare Japan-only PSP case (see page 93) and a brilliant 'design you own desktop' application on the game's official website www.locoroco.com. The game's infectious charm, universal critical acclaim and bold advertising campaign had a dramatic effect on the great British public... with *LocoRoco* debuting at Number 40, behind *Ice Age 2: The Meltdown*, *Harry Potter* and *FIFA '06*... Ah. As they say in Paris, "plus ca change". Or whatever.

"I played the game only once!"

PLAYSTATION NATION

Courtesy of Shobo Shobo

Emilie's LocoRoco design



Miami Vice Rockstar have taken a figure to *Miami* for this moody photoshoot.

Vice City Kubrick figures released...

...and look absolutely great. This stylish and highly collectible Kubrick range of Lego-style figures comes from Japan and Rockstar, who are always on the cutting-edge of contemporary culture, have recruited their creators to design a range based on *GTA: Vice City*. The set costs about $35 (£18) and contains models of lead character Tommy Vercetti, sidekick Lance Vance, porn star Candi Suxx, coke-addled lawyer Ken Rosenberg and crime lord Ricardo Diaz. The fact that MediCom, Kubrick's creators, have agreed to design the range is an indicator of how important the *GTA* games are to pop culture – they sit alongside Kubrick sets of cult films like Pulp Fiction and The Usual Suspects, not to mention other game-related figurines including Solid Snake and Master Chief. You can't buy them in the UK from regular toy shops, but specialist stores might stock them – and if not there's always Rockstar's online store and, as ever, eBay. But they're rare, so expect to pay way over the odds. There's also a *GTA3* collection available. Cooool.

Toy master They don't really do anything, but they'll look undeniably cool sitting on your telly.

COMFY

Bounce yourself happy with LocoRoco space hoppers

'Synergy' is the marketing buzzword – but, in truth, the spherical, dayglo, LocoRocos owe their existence to the humble space hopper. These limited edition toys were given away to press, radio and TV outlets as competition prizes, but not made available to the public. But don't despair, we've secured one as a prize. All we want you to do is make a *LocoRoco* in any size, colour or material, and send it to us at the usual address (see page 130). The best effort wins the space hopper. What next? *Hitman* themed hand-guns? Free promotional *Gran Turismo* Mercedes SL55s? [cross fingers now].

1 Cutesy space hopper

Not only is this the ideal gift for a tiny child, but it's also an eco-friendly alternative to driving to work. Protect the environment *and* have fun! Sadly, it's too small for our enormous frames, and rather than bounce we nearly ingested the thing anally.

2 World's best shop shelf

Designed for games shops, there's no reason why you couldn't beg, borrow or steal one of these cardboard shelves and use it as a UMD rack. It's a must-buy for the childish, videogame merchandise-obsessed twentysomething. And shops who sell PSP games. Obviously.

3 Irresistible rubber PSP tags

We all have one of these dangling from our keys. We think they're *meant* for looping around the silver bit on the corner of a PSP, but whatever. They work as key rings too. We love them to bits, although the ears have a habit of breaking off in your pocket, making us cry salty tears.

CONFESSION

"My Football Manager bedtime hell."

Dan Dawkins | Bath

EMAIL PSM3
Got a confession? Then we'll print it. Email us: psm3@futurenet.co.uk

Confess! Confess!
I was urged by a friend to just 'try' *Football Manager* (originally on PC) to see if I liked it – which is like asking an alcoholic to 'try' running a brewery. After a few hours, I was in serious trouble...

So what's the problem?
Like all addicts, I thought I was in control until was too late. It started with an innocent game after work, some concerned words from my girlfriend and a cold dinner – which rapidly escalated into in a full-blown argument and an ultimatum to "Stop, or I'm snapping the disc." No problem. I'd hidden a spare...

When did you hit rock bottom?
If you don't legitimise an addiction, it gets driven underground – and that's when things went mental. I got into a routine of 'tricking' my girlfriend into sleeping by pretending to go to bed, then sneaking out for a few hours of *FM*. I'd even developed a special crawl technique to distribute my weight evenly and keep the noise down.

How did it stop?
The day she burst into the spare room and – rather than catching me doing something innocent, like perusing hardcore scud – I was trawling Division One for left-sided wingers at 3.36am. Eventually, the hunger faded – but only after *FM Hanheld* hit PSP, allowing me to play secretly under the sheets.

Are you mental?
Completely. But my knowledge of Eastern European centre backs is beyond compare.

ON THE DISC
Want to learn ten l33t? Check out our PC l33t translator

How to speak the magic language of 'teh internets'

Joel Snape

PLAYSTATION NATION

Picture the scene: you're playing *PES* online when your through ball splits your opponent's defence like the Red sea and Shevchenko puts away a top-corner screamer from the edge of the box. You can't let that sort of goal pass without comment, so you idly stroke your chin and begin to type: "Good day, Sir – it is my belief that my skills in football far surpass your own. In addition..." Unfortunately, before you can press Enter, Ronaldinho scuffs one past you and the scores are tied. If only there was some way to express your thoughts more concisely, eh?

Turns out, there is. Originating on bulletin boards back in the internet stone age, l33tsp34k was originally used to fox search engines and scupper the FBI, but it's now an integral part of online gaming. And if you're going to rule on PS3 you're going to have to learn how to diss – quickly.

Named after the 'elite' ('leet' or 'l33t') nerds who invented it, it's a constantly expanding vocabulary with the central purpose of letting everyone know that a) you're great and b) they suck. Based on a combination of abbreviations, misspellings, number substitutions and slang, it's the simple way to let your newfound online chums know that you know your stuff. Or, in words that they might understand, that: "Zomg! That was teh suxxor! Pwnt!!!111!"

Learn to speak Ba51c L33t TODAY!

Don't worry about spelling. Many l33tisms are based on common typing mistakes or misuses of the shift key – so 'the' can quite easily be typed as 'teh', and '?///??' is as good as '?????'.

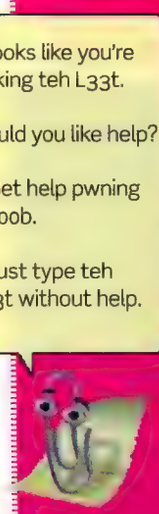
'Pwn' is a rapidly typed 'own' – as in "I own you!" Although, technically, 'pwned' is the past tense of 'pwn', 'pwnage' is the immediate aftermath of a 'pwning' and the 'pwnzor' is the person who 'pwns' the 'pwnee', it's not uncommon for l33t users to call themselves 'the pwnage' or talk about the time they 'pwnzaged' or 'pwnzored' someone. There are no rules.

Be ready to adapt. New l33tisms are springing up all the time, thanks to the endless variety of the internet. Some users, finding 'pwned' a bit long-winded, have switched to the faster 'pwnt'.

Others might switch the 'z' to the end of 'zomg!' And to a rising number, actually calling someone 'l33t' is a merciless insult. Stay on your toes.

Assimilate words together. You're probably already aware that 'ROFL' means 'Rolling On Floor Laughing' and that 'LMAO' is 'Laughing My Ass Off', but why not combine them for the totally l33t 'ROFLMAO'? Or try the virtually never-used 'ROFLSHTLBOWCO' – 'Rolling On the Floor Laughing So Hard That a Little Bit Of Wee Came Out'. Really.

Be cleverly ironic. Once you're at the higher levels of l33t, it's encouraged to make fun of noobs by subverting the conventions: for instance, '!!!' is pure noob, '111' is l33t, and 'l1eleven1one1' is super-l33t. Once you're at this upper level, most vocabulary experts advise that you say goodbye to your genitals, because you're never going to need them again.



Assimilate tihs!

Isn't it teh ıroniC?

Woot! I totally pwned that Noob.

"See page 55 to see when PSM3 play *PES* online, and employ l33tsp34k against us"

DICTIONARY

Knw teh L33t wurdz

Still can't figure out what those funny words mean? Oh, you noobs...

Haxxor. n. 1. One who is good at games. **2.** One who uses codes or hacks.

Noob. n. One who is new to a game, activity or area of life. "Zomg! I can't believe Andy still uses the plasma blaster! Noob!"

Kekekeke! Exc. War cry/evil laugh. Depending on who you listen to, either the Korean equivalent of 'Hahahah!' or the main villain's laugh from *Final Fantasy VI*.

L33t. adj. Elite.

Pron. n. Based on the misspelling of 'porn' used to mislead email filters. "Woot! Check out this pron I found in my dad's net cache! He's a total phr33k!"

Pwn. v. To beat someone decisively. Based on a misspelling of 'own'. "Woot! I totally pwned that noob!"

Pwnage n. One who is good at pwning. "Tke tht, Ocelot! I am teh pwnage!"

Roxxor n. One who rocks. Only more so.

Woot. Exc. shortened from the overexcited RPG fans' cries of, "Wow! Loot!" now expanded to mean any favourable outcome.

Skillz. n. Skills. From the incorrect assumption that putting a Z on the end of a word makes it cooler. See also, killz, thrillz, billz.

Suxxor. n. One who sucks. The opposite of a roxxor.

Teh. def. art. Deliberate misspelling of 'the'.

Teabag. v. To squat over an opponent's corpse after pwning them. From the practice of a gentleman lowering his sugarlumps into a ladyfriend's mouth.

Troll. n. One who delights in causing mischief or provoking arguments.

Zerg. v. To dash into battle without a strategy. From a race in nerdy strategy game, *Starcraft*.

Zomg! Exc. Version of 'Omg!' (i.e 'Oh My God!')

U R teh Haxxor!
Teabag tyme ! Woot!...
Chips for dinner, love?

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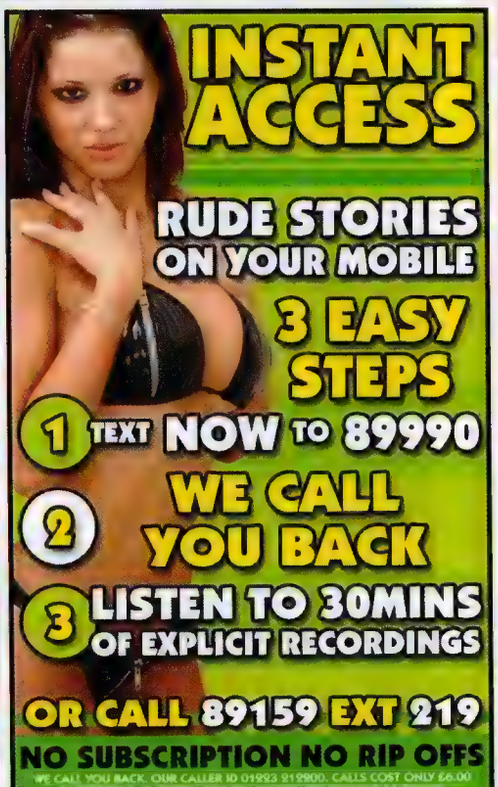
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page 24

The wooden PS3
"Will the actual machine be as heavy as this...? The Blu-ray logo is ominously omitted..."
page 13

Mortal Kombat: Armageddon
"Stick a sword up his chuff and pull out his intestines."
page 90

Lego Star Wars 2: The Original Trilogy
"It's the Gold Leader for Star Wars games on PlayStation 2."
page 60

LocoRoco Clothing
"The world's happiest game meets cutting-edge French fashion designers"
page 122

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Thursday September 28
1 Burnout PS3 - Exclusive first look
2 Scarface - the swearest game on PS2 gets the review treatment.
3 Call Of Duty 3 - we go hands-on with the incredible third game in the series.
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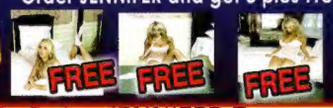

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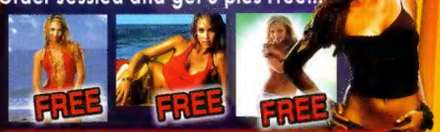

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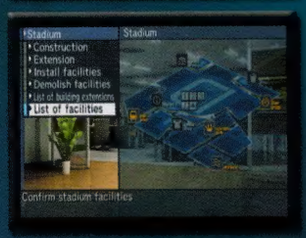

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